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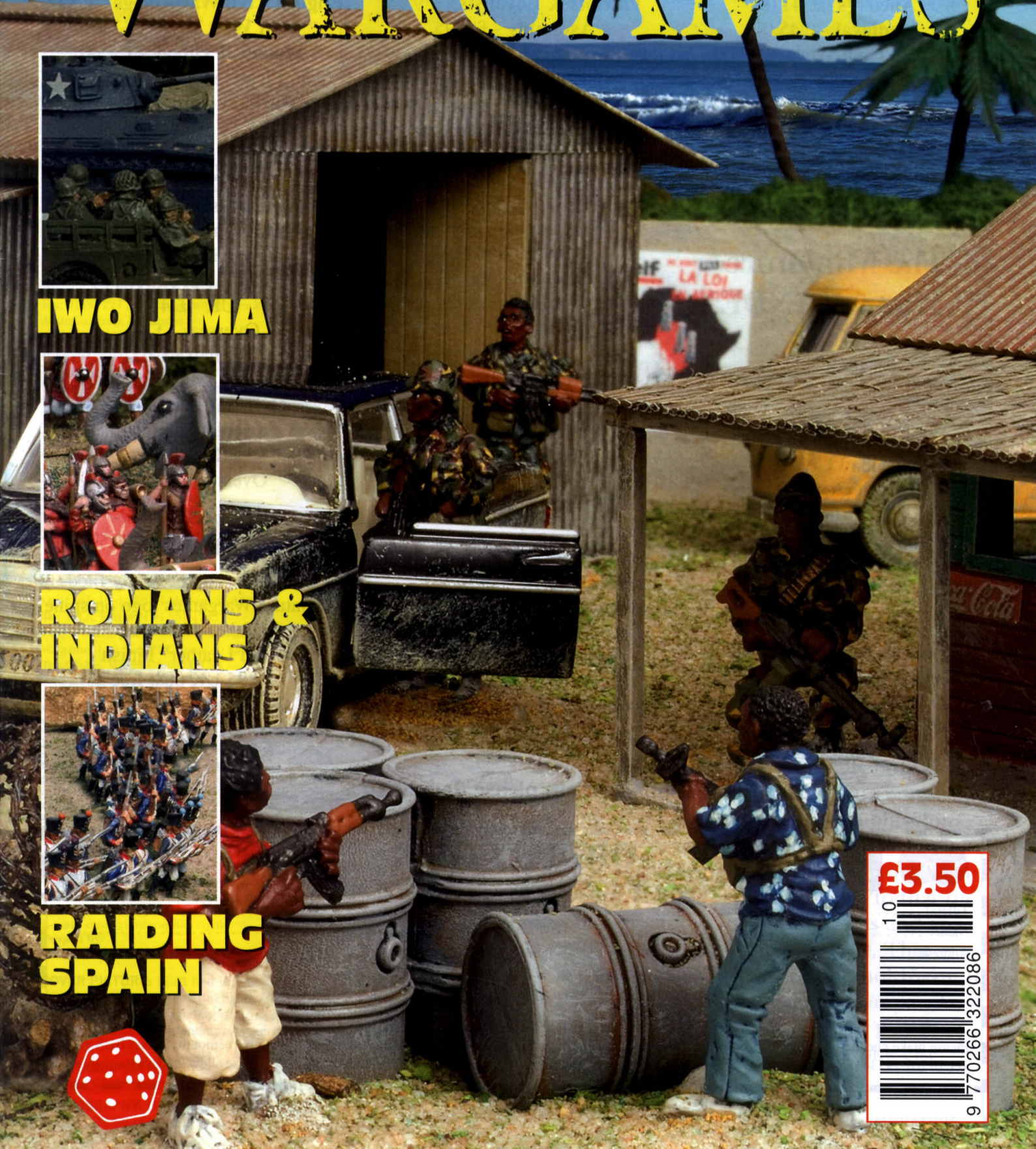
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Tel/Ans: 01202 297 344

Fax: 01202 297 345

E-mail: iain@miniwargames.com

Printed in England

Editor, Publisher

Advertisement Manager:

Iain Dickie. Tel/Ans: 01202 297 344

Production Manager:

Carol Kowalewicz. Tel: 01425 484793

E-mail: carol@fordgraphics.co.uk

Admin. Manager: Della Dawson

Tel/Ans: 01202 297 344

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Tel: T.B.A. Fax: +34 91 552 1785

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Tel: 304 547 00 00.

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COVER PICTURE: I just had to take advantage of these wonderful figures (by HLBSC) and scratch buildings from last month's issue. Painting and conversions by Dave Wilson

PHOTOGRAPHY: Richard Ellis Photography.
Tel: 01793 861198

CARTOGRAPHY: Nigel Pell.
Tel: 01202 531659

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EDITORIAL

I love the summer, waking to clear blue skies, long balmy days and short steamy nights. Unfortunately, since I live in the UK, what we get is overcast mornings and rainy



evenings. Just as well we are really busy in the office. Not just preparing this issue but working towards issues and new publications due for launching as far ahead as next April. The first of these should be available at Colours in Newbury 11/12th September. Add to that the figures being painted for photographs and you can see things are really buzzing here. That doesn't mean you can slack off, oh no! I want to hear about your latest games and campaigns, it doesn't matter about the period. Put pen to paper and share your fun with everyone else.

Iain Dickie



The Editor's Late Romans take on Gareth Harding's Indians. Terrain by MMT. Photography by Richard Ellis.

Battle Report: 25MM LATE ROMAN VS INDIAN

An alternative scenario

by Geoff Wootten

I've been in the doldrums a bit with Ancients ever since WRG 6th Ed went out of fashion. I didn't get on with the continual stream of errata with 7th, and disliked the Word Processor typeface that was used. While I enjoy DBA I don't like the feel of DBM as a larger game format – it is a bit too artificially stylised for me, and too much emphasis is placed on minute angles of troop bases and micrometer measurements – a bit too “picky” for my personal tastes, especially in 15mm.

Then at Britcon in Loughborough this year I saw my first game of Warhammer Ancient Battles.

Now I always thought that I would be the last one to buy anything with Games Workshop on the front of it. My home is definitely a goblin-free zone. And from what I had heard about the game mechanisms of Warhammer Ancient Battles (WAB), I wasn't

inspired. All those unnecessary dice throws, emphasis on individual figures, not units, a skirmish level game... Bah!

And then at Britcon I suddenly changed my mind. Walking around the games, past some glum, very serious and very earnest DBM

competitors, it was clear that the players who were having the most fun were clearly the WAB players.

Having watched a couple of games I was intrigued to find out how wrong I had been about both the level of game and the playability of these rules. By the end of the day I was very keen to give them a try out, and I emerged from Britcon beaming broadly – but with a very much lighter wallet.

The basic rules booklet costs around £15, but unless you are going to be satisfied with just fighting Imperial Rome versus Ancient British (or similar) you really also need to buy at least the first of a series of supplements that accompany it. The first supplement 'Armies of Antiquity' is a basic army primer for quite a

few of the popular armies and troop types of the Ancients wargames period. It costs £7.50 and will help to get those armies on the table for a game. Others in the series cost about £15-£18, and cover some specific periods in more detail. There are supplements for:

- Biblical/Chariot warfare,
- Western Late Roman/European Warband tribes,
- Alexandrian Macedonian, Persian and Early Indian,
- Dark Age/Early Medieval armies, including Viking, Saxon and Norman
- High Medieval (EI Cid)

More are certainly on the way, so getting into WAB could well be a very expensive business, and more than a few pulping-trees will be quaking in their roots at the prospect of these rules expanding further! Having said that, there is certainly enough information in the basic 'Armies of Antiquity' to allow one to develop ones own armies for friendly games, and for the game narrated below that is exactly what we did, using WRGs 6th Edition Army lists as a starting point, but using WAB troop factors on the roster sheets.

The rule booklet was nicely produced, and full of illustrations and helpful examples. I rather liked the way that the author had tried to explain his reasoning behind certain rules, and expand on the basic rule itself. These rules are meant for reading, and are quite capable of helping to stimulate the interest of a new player - no bad thing at all. It didn't take long to get into the text at all, and I was especially inspired by the painting guides and photos in the rulebook to dust off my 25mm ancients, and finish off some long overdue work in progress. I soon had my production line going to reduce the amount of unpainted lead that had been hanging about here for far too long, and immediately after that, it was time for my first game with WAB.

My opponent and I decided we wanted to try as much as possible in the rules, which have lots of special rules for different weaponry and troop types. I know this is all rather ambitious for a first game, and was a bit of an 'in at the deep end' approach - but in the event, it worked out ok, and we were able to try out lots of the things that make Ancients interesting! As well as a variety of foot and mounted troop types (and various assorted weaponry), Chariots, Elephants, cataphracts and bolt shooters also stood proudly across our miniature landscape. Our aim was to work through the rules, familiarise ourselves with them and try them out, rather than get a historical or competitive game. So we didn't worry too much about balancing opposing armies in detail, and we gave the Romans a Frankish warband ally to test out the warband rules.

Terrain was also kept simple, on a 6 feet x 4 feet table just a few terrain items were placed - two hills per side, and a couple of small pieces of rough ground and woods.

The Indians deployed reasonably historically, with 4 elephant models in the centre front, supported by skirmisher elephant escorts at their side. Behind these was a central unit of 24 spearman, and either side of this were 30 man units of longbow/broadsword armed infantry. Apart from the Spearman, none of the Indian foot had shields or armour.

They were cheap, but would die in droves if shot at. The General was here in the centre of the army too, and his glittering army standard was easily seen over the heads of his troops.

On the flanks were divided the 3 heavy chariots, two on the left one on the right, and on each extreme end of the army were the light and medium cavalry units the Indian cavalry with javelins/light spear, the Sakae with just bow.

The Romans occupied a hill just ahead of the centre of their deployment area, almost filling it with a large unit of legionaries. A second legionary unit stood next to it just off the hill. A bolt shooter stood between the two in the remaining gap left on the hill, and was lined up to take pot-shots at the advancing Elephants. To the (Roman) left of the hill the Roman Auxiliary infantry stood, and on their left a 12 man Roman light cavalry unit with javelins and shield protected the flanks of the army.

To the Roman right of the legionaries was the colourful 40 man Frankish warband bristling with Angon heavy throwing weapons and francisca throwing axes, and to the right of these stood two imposing units of heavy cataphracts - fully armoured cavalry riders mounted on fully armoured small horses. Well protected, but moving at a rather slow rate with all that armour weighing them down.

The first thing that became apparent was the visual spectacle of a 25mm game. It looked terrific, with colourful shields and standards spread out across the tables. This really is the perfect scale for this period and this level of game. It needn't cost a huge amount more than a 15mm army, as you need far less figures on the table than you would in a "Horse and Musket" army. A 25mm Ancients army does look and handle much nicer than a 15mm one, though and I hope that WAB will stimulate the resurgence of popularity of this scale once again.

The second thing that was immediately apparent was the Roman overall lack of long range firepower compared to the Indians. This is a mistake which can be rectified next time round by including an archer unit or two in the army (recommended!). As it was, until the Indians advanced into javelin/dart range (8") the Romans were helpless to counter the casualties from longbow at three times that range. The Indian infantry did in fact advance in support of their elephant attacks, which reduced the efficacy of the longbow considerably. Even so the longbows were knocking off a couple of legionary figures every time they fired, much to the chagrin of the Roman commander. The Romans intended to hold the central hill and swing with a cataphract/warband right hook into the apparent riff-raff that was the Indian lines.

The bolt shooter in the centre of the Roman lines repeatedly missed its elephant targets, and the Indian skirmisher escorts were giving punishment to the legionary lines for almost no riposte. Then a mass of Legionary Darts spewed forth from the legions and took their toll on both the elephants and the crew as they approached into range. One wounded elephant spun off in a panic and headed (extremely slowly) for another part of the Roman line. The remaining elephants were able to be taken under control and continued

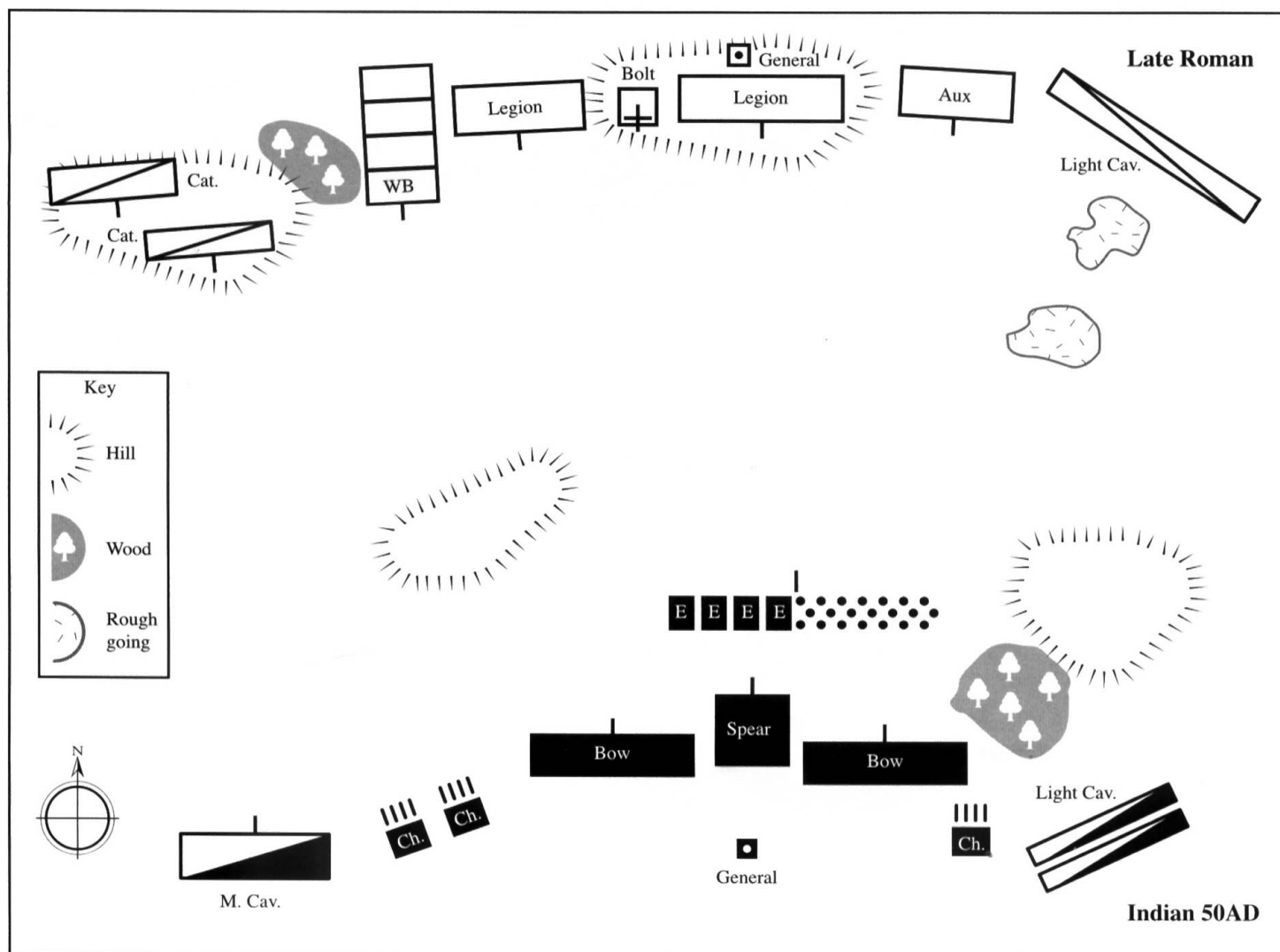
their charge in. One hurtled - ok, plodded then - into the legionaries next to the hill, and two more surged into the front of the warband. More darts and a load of javelins rained into the stalwart jumbos killing the single fighting crewmen on one model and wounding all of the elephants, but still they came on. The Indian general made a mental note to definitely mount at least two armed crew per elephant next time.

The legionaries held on by the skin of their teeth for three rounds of melee before breaking the single elephant attack with a lucky die roll. The warband lost the fight too, but also somehow managed to retain its morale and hang on in there. The warband might indeed have held grimly on, but passing their morale tests offered no respite. The elephants just wouldn't die. It takes six hits to kill an elephant, and the Roman commander worked out the odds as being 1 dead jumbo for every thirty-six hits (which is not the same as 36 shots, by the way). Meanwhile, the elephants were very likely to cause a 'loss of melee' test on their target units every go.

This test is a simple affair, rolling 2D6 dice and hoping that the sum is equal to or lower than the Leadership rating for the unit - usually a 7 for line troops, an 8 for good troops, 5 for levy. On a reasonable quality unit this offers a 40% chance of failure. On balance a single elephant should be able to take out even a legionary unit, given equal luck with the dice.

Meanwhile the fight on the wings was warming up as the cataphracts on the Roman far right charged the single unit of Indian javelin-armed medium cavalry, who fired a ragged hail of javelins and immediately fled with dramatic and unseemly haste. Two chariots advanced on the now puffing cataphracts and pelted the first cataphract unit with longbow fire. Although only two figures per chariot could shoot, being so mounted allowed them to fire twice in a turn, and with the aid of the fleeing cavalry javelins, two whole casualties on an eight figure unit was inflicted, causing a 25% loss test to be required on the cataphracts. The cataphracts shrugged off the test with mocking disdain and started looking hungrily at the individual chariot models ahead of it. The leftmost 30 man Indian bow unit advanced to their aid, wheeling in to line a convenient hill to await the cataphract onslaught. The larger unit of cataphracts was diverted and formed up in front of it ready to storm - well, trot really - into the attack. Meanwhile on the right of the Indian army, the general had realised by now that longbow units fire with considerably more figures if they remain stationary, and therefore promptly did so, shooting up the legionaries on the hill with good effect. So much so that the Romans were forced to advance the Auxiliaries to clear them away, supported by the Roman light cavalry to their left.

The Indian skirmishers fired an ineffectual few shots and immediately fled towards the rear, revealing the waiting line of bowmen to the advancing auxiliaries. The first of many such flight moves, for these unhappy skirmishers. In the event these miserable skirmishers were to continue fleeing in panic for the remainder of the day, and paid no further part in the battle at all.



At this point the solitary elephant in the centre, already damaged in the legionary combat, broke ranks in a wounded panic and fled directly back towards an upcoming friendly Indian supporting unit. The two elephants fighting the warband on the Indian centre left also broke away wounded and sped off – one at a rate of just 2 inches (!) – towards the Indian left flank and rear, right between the two armies. This prevented the advancing Indian spearman from charging into a depleted but still determined warband, and the two units stood and glowered at each other for a turn instead.

The next turn was the critical one. The defeated single elephant from the centre combat continued its random retreat and stormed into the Indian bowmen on the hill which were awaiting the Roman cataphract charge. It broke them immediately, sending them fleeing to the rear – much to the delight of the mirthful Roman commander. His cataphracts would doubtless have had a hard time getting past all those longbows, and his glee was unbounded as he enjoyed the spectacle of the Indian commander rolling for Elephant attacks on his own unit. Try as they might, the Indians could not destroy the wounded elephant. The bowmen routed to the rear as the elephant plodded slowly onwards. The bowmen rallied, only to be destroyed even as they regrouped by the continuing assault of

this wayward grey monster with mahout and crew struggling in vain to control the beast. Why the mahout didn't use his hammer and spike on the beast is a mystery.

The other two elephants rampaging away from the warband continued to storm through no-man's land towards the Indian left rear, scattering friendly Indian chariots and cavalry in their path as they hastened to avoid the unpredictable trampling of another grey menace. The fourth elephant – which had been roaming around the front in a random if sloth-like panic had been pinged every turn by the rather myopic bolt-shooter crew. Nonetheless by now it had lost its entire crew and mahout, had been wounded several times by missile fire but like its pals it pointedly refused to die. Looking like something out of the messy finale of the Aintree Grand National the riderless paciderm finally put on a spurt and by pure chance made a bee-line for the now trembling Roman bolt-shooter crew, who were already beginning to wonder why they had bothered to put on clean tunics that morning...

Arriving at the top of the hill it trod the bolt-shooter into matchwood and turned the Roman crew into a paté-like smudge behind it, before bounding on into the nearby legionary unit on the hill. Much of this latter was immediately trodden into the ground and the rest sent packing to the rear in some distress. The Roman glee of seeing the Indian longbows

fleeing to the rear, chased and mangled by their own elephant, was rapidly overshadowed by Roman misery as the remaining intact legionary unit panicked at the sight of the grisly mess that adorned the adjacent hill and fled rapidly rearwards, as did the Auxiliaries on the other side of the hill. Seeing the legionaries run, the warband decided that it too would rather be somewhere else in a hurry. O tempora! O mores! Oh merde! Only the mounted troops now remained steadfast in the Roman ranks. The Roman light cavalry advanced bravely in skirmish line on the Roman left wing, but was decimated down to just two figures in one devastating volley of arrows from the remaining Indian longbow unit, and it, too, rapidly progressed to the rear. The reduced cataphract unit was hit by chariots and the rallied medium cavalry and instantly broken, and the chariots continued onwards into the flank of the second and much larger cataphract unit.

Surveying the carnage that was once his proud army, the Roman General uttered a single "et tu scumbags" and fell upon his sword, pausing only to burn his dice and to offer his army list as a sacrifice to the miserable Gods of Wargaming. On the other side of the table, though, there was much rejoicing and merriment – and plenty of Elephant Tikka Masala to go round that night. This Indian army is a powerful one.



Romans v Indians. Gareth Harding's 15mm Indians. Photography by Richard Ellis.

SO WHAT DID WE THINK OF THE RULES?

Well, it was a first game, and these are always tricky. I'm sure we got some things wrong as we played – that is only to be expected in a first try out. After the game we have been able to read up further on the rules and learn from our experience to pick out the bits we got wrong.

One thing we learned, though is that even the most expensive troops die quickly when you shoot them or get your elephants into them. The Romans were expensive troops to field – packed to the gills with equipment and rich in 'points': large shields, armour on the legionaries and stuffed with javelin, darts and spear weaponry. At the end of the day all this gear just served to make crunching noises under the elephants when they walked over them. Even the skirmishers had a good time shooting at these Romans. I suggest that the legionaries are fielded in smaller units of about 16, without javelins, and the spare points used to 'buy' one or more archer units.

Organised close range bow fire certainly seems to be overly effective in these rules, maybe by a factor of two or three fold. Bow fire is capable of being a decisive weapon, and whole units can evaporate with a single round of shooting before an archer unit. A dismal unit of cheap and nasty archers with loin cloth and bow can take out much more than its own points worth of expensive armed-to-the-teeth infantry.

Having said that the resultant casualties from bow fire don't really affect the various morale tests adversely – you have to make the same roll whether you have an intact unit seeing a rout or whether you have just lost half of it to shooting. The leadership test could certainly provide the same on table result with less bloodthirsty shooting rules, methinks.

There are a lot of morale checks to do within a turn. Having said that they are very easy to do, and in practise they are usually just a matter of rolling a 7 or less with two dice. The frequency of the test is what increases the likelihood of a unit breaking and running away, not really the application of individual factors in a morale table. Quite a novel concept, and although unusual one quickly gets used to it, and it seems to work ok in practise.

Skirmishers are rather powerful. They were quite able to take on dart-armed Roman legionaries frontally with ranged fire. Some rule amendments I have seen suggest reducing skirmisher fire by a -1 factor, and I would endorse this from my brief experience in this game.

Elephants are devastating if you can get them into contact, and despite the power of bow fire, an elephant model is extremely difficult to knock out. Elephants taking wounds from fire have a good chance of stampeding within a 180 degree arc to their front. Perhaps some chance of a stampede to the rear might also be something to think about in future

editions – it was known to happen after all. When broken in melee, of course the Elephant stampede is carried away from its opponent and towards its own lines. Dice (D6) determine the direction of movement and (2D6) how far the model travels in the move.

The rule mechanisms are basically quite quick. In fact the whole game is quite a quick one compared to other rules I have played. We set up a substantial game, picked our way through unfamiliar rules and played to completion in under four hours including a brief pause for lunch.

The shooting and melee calculations are a lot quicker in practice than they look when the process is written down! Whilst the same results could be obtained just as easily in a table cross-reference format, or by reducing the number of dice rolled instead of having a sequence of layered die rolls, I have to say that the fun element of the game might be reduced in the process. My children (aged 6 & 8) joined in the game towards the end, and they totally loved it. The process of rolling all those dice got them engaged with the game very quickly – and anything that encourages them to join in and stimulate their interest in historical gaming is well worth it in my opinion. In fact they insisted on playing their own game after we had finished, and were quite able to get a grasp of the basics in just a move or two.

The rules for fighting with elephant and chariot models are a bit more complicated,

Updated Army lists: ca 2,000 points WAB

Suggested (modified) lists following the experience of the game.

Jls = javelins Sh = Shield LB = Longbow Spears = standard thrusting spears

50 A.D. Indian:

Mounted General	140
Standard bearer	88
4 x elephants, mahout + 1 crew with Jls, Sh, LB extra crewman with Jls	608
3 heavy chariots: 2 u/a drivers, 4 with LB, Jls, Sh	225
30 LB, 2 handed broadsword	240
30 LB as above	240
24 spears, sh and broadsword	160
12 skirms, jls, sh	60
10 MC	120

Western Late Roman

Roman General	175
Army Standard	80
16 legionaries: light armour, throwing weapon, darts, large shield	176
16 legs as above	192
12 auxilia	120
Ally warband Chieftain	70
40 man warband, angons and axes	215
8 Cataphracts, kontos barded horse, light armour	176
10 cataphracts as above	220
Bolt shooter + 2 crew	50
10 Light Cav Jls Sh	190
24 man archer, bow	168
24 man archer, bow	168

(instead of using the ally general, the whole of one of the archer units and the front rank of the second could be upgraded to light armour @ 2 points per figure)

though. For our first game we were painfully slow when working these out, and probably got it wrong once or twice too. In a future game I might think about labelling up these models with their relevant combat data for ease of reference right there on the table top. A flow chart or separate panel on the reference sheet summarising all the elephant/chariot combat rules would be a boon, and is on my list of things to do once I get my Alexandrian Macedonians finished off!

The benefit of outnumbering the enemy in a fight is sometimes hard to see. Unless you have the luxury of lapping around the foe, the

extra numbers in a unit go largely unnoticed. In some instances a unit will break in the face of superior numbers, but the overwhelming number of figures themselves don't have a fighting impact or a role to play in soaking up shooting hits for morale tests.

Some things we did miss from the old WRG days were the use of Skythian and Cantabrian formations for light cavalry, and the ability to 'shoot in' your chargers as they go in. In WAB you need to make sure you get all the softening up well out of the way before you send in your charges. With these 'Longbows of Mass Destruction' though, that won't take you

long - shooting was doing far more damage than melee combat.

I have already mentioned that the rules are nice to read and the game is quite quick to play, all of which is very welcome. I do, however, have one gripe: the game would have played even quicker if the rule book(s) had been laid out better. There is no index, and things are dumped all over the place within the rules, not always where you might expect them. Is that elusive rule to be found in the main rules, or in the 'special rules' section that follows it? Perhaps it is tacked on in the bits for using elephants, chariots, skirmishers etc? Or it might be in one of the supplements that now supersedes the earlier ones. Just finding that one elusive thingy you remember seeing before somewhere is often tricky. It is made even worse by new rules being introduced or old rules amended in the various supplements. You could well be looking in the wrong book when trying to track down the working privileges of your Indian longbows, Roman darts or Norman staff slings - they aren't on the quick reference sheet, that's for sure. The whole ruleset needs bringing together and laying out properly from its many fragmented options and disparate supplements. At the moment they are a nice read, very engaging and they explain very well the thinking behind the rules; but they are not very user friendly as a reference tool during the game itself. There definitely needs to be a new and extended reference card with much more complete data on it. Not an unreasonable suggestion given the price of these rules, but meanwhile I enjoyed the first game so much that I'm quite prepared to put pen to paper and produce my own. I think of it as a process to aid learning, and a further single A4 sheet should be sufficient to introduce all the key essentials!

With that caveat in mind, would I still recommend these? Well yes I would. It's the first time I've so had so much fun with Ancients for years. They play well enough and are quick and clean enough in the mechanics. They are a set of rules which encourage and reinforce friendly play - I don't think that they will suit the rules lawyers or hard-core competition gunslingers. This is no bad thing in my opinion, as it means I'm not likely to encounter them when playing these rules!! If your focus is on fun first, and competitive play second then you might well enjoy these rules. If you want to leave the Phd in wargaming to someone else, or don't consider wargaming to be some sort of challenge to your masculinity if you lose now and again, then try these rules out. If you are a lapsed Ancient gamer they will almost certainly get you back into the period, and without rebasing your established collection of armies. The supplements are beautifully produced, delightful and interesting to read and the photographs inspiring to see. Don't be put off by the Games Workshop brand - even the most hardened historical gamer could soon be hooked on this series, and I wouldn't mind betting that there will be a resurgence in 25mm figure popularity as a consequence too - no bad thing at all!

Oh yes ... but when you buy these rules, do make sure you buy lots and lots of dice with them too!

Happy gaming!

Specialist Club:

The Society of Ancients

Contact:

Richard Jeffery-Cook
Mabar, Blackheath Lane,
Wonersh, Guildford
Surrey GU5 0PN

FIGURE REVIEWS

by Patrick Stainrod and Nick Pennock

PENDRAKEN'S BIG BOYS

28mm Pike and Shot Spanish Regiment, priced at £54 for 80 figures

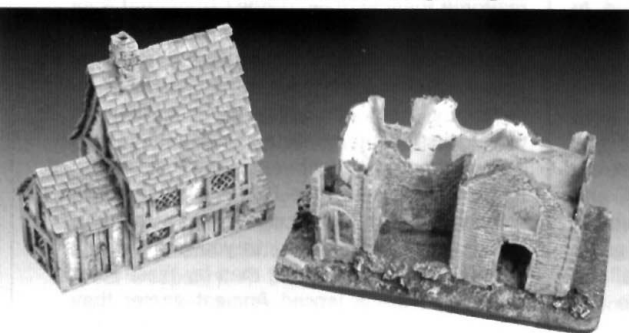


The pack comes with eight separately cast halberds, a whole load of wire for pikes. Two drummers, one officer and forty-eight figures that could be used with pike or halberd, and twenty-nine shot. This pack is filled with identical figures to that of the English Regiment, with the only difference being the proportion of pike to shot and the fact that the Spanish Regiment has eighty rather than sixty-eight figures. The good news is that the majority of the shot are the advancing types in nice hats. There are four of the conquistador types and four bold adventurers but there are also ten Garden Gnomes.

CONFLIX

Ruined villa (EM6509) and Guildmasters House (EM6802)

These two polyresin pieces are hand-painted buildings suitable for gaming or



dioramas in 20mm-28mm, I suggest. Let's just say they are good. No. Very good. The ruin, with a handy removable floor, blown out windows and charred wood is a must for skirmish gaming from 1870 onwards. The Guildmaster's house is eminently presentable for Medieval onwards. The tiles are a treat as are the leaded windows and exterior beams, all of which are exquisitely painted. At £14.95 and £15.95 respectively they also represent great value for money.

NP

EUREKA MINIATURES

18mm British Napoleonic 1812-1815

These figures are priced at 36 pence each and are available in the UK from Fighting 15's. The range currently consists of 14 figures and goes well with the oversized 15mm figures currently produced by the likes of AB.

There are four marching figures covering centre and flank companies with either covered shako or shako cords and plume. Detail is good, the strapping is very prominent and the rest of the kit is easy to distinguish and should be a doddle to paint up. Generally good figures and well detailed for the scale.

Other poses include standing ready, and loading and firing. These are also well



produced and detailed, although a little staid or traditional in pose. The two kneeling figures are again well detailed but disappointing in their lack of character.

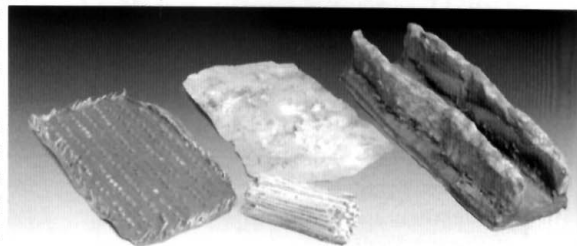
There are many other ranges out there which contain more characterful figures and some especially good kneeling poses.

The last four figures in the range are the command figures, which include an ensign with separate flag casting, a drummer, an officer and a sergeant with pike. Firstly the standard bearer. I think the separate flag is an excellent idea both for ease of painting and for possible conversions. The ensign himself looks like a waxwork and would come in for some serious remodeling at my bench. The drummer is fully-grown with a fairly standard drum casting. The sergeant has little to offer in the way of inspiration and the officer has a somewhat dubious pose as though he is eyeing up some dancehall floosey.

Overall, these figures offer a well-priced way into the taller end of 15mm Napoleonic. The figures are on the whole well detailed and should look pretty good on the tabletop. My disappointment in the range is that it is so traditional and lacks the gusto of poses that some of the Italian

companies have so recently introduced onto the scene.

DW LATEX



DW Latex provide latex scenery for 25mm figures. The samples provided are a mixed bunch, ranging from a reasonable cabbage field (25cm x 13cm) for £2, a passable stone field (26cm x 14cm) for £1, a floppy Bocage road section (31cm long x 65cm high) at £10 and, allegedly, a pile of uncut saplings for £1.50.

These seem, apart perhaps from the Bocage section, a cheap and fairly cheerful way of adding mundane bits of terrain to your tabletop and being latex are pretty versatile. As for the final effect, well that will rely on your painting skills. Available from Dave Watson.

NP

CONFLIX

Conflux Kursk Ruins (EM6507A) and Gun Emplacement (EM 6503)



Wow, these are excellent hand-painted polyresin terrain pieces suitable, I guess, for 20mm-28mm figures and as worthy an addition to a table top as I have ever seen. Lovely detail: planking and canvas bed rolls are superb on the emplacement whilst the debris that litters the ruin is quite the thing. The paint job is gorgeous especially the ruin with its picked out bricks and dusty look. Hurrah for China's economic renaissance, say I.

It gets better for, with the ruins at £7.95 and the emplacement at £5.95, they also give great value for money. Time to game the Eastern front methinks.

Available from Pocketbond Ltd.

NP

BOOK & RULE REVIEWS

STALINGRAD

Stalingrad is a supplement for the Flames of War rules system. Basically it expands the rules into fighting within cities, and allows gamers to fight scenarios from the huge and vicious battle that was the 'Cauldron on the Volga'.

There is something of the Games Workshop all inclusive approach with Flames of War. The books contain tips on figure painting and terrain building alongside the more usual statistics and scenarios.

If you have seen the Flames of War rulebook, you will already be familiar with the superb production standards of the company's products.

With a high quality website to back up the whole system and a growing range of figures and models in the Battle Front miniature range available, WWII gaming is bound to become even more popular. **BC**

RULES OF BATTLE

Grand Tactical Warfare during the Age of Prince Eugene of Savoy 1863-1730

As the title indicates, these rules are designed for 'big battles' in the period of The Glorious Revolution, Marlborough, the early Jacobites, The Great Northern War and the Austro/Turkish conflicts. Recommended scales include 15mm and smaller. Included in the package are seven ready-generated scenarios, separate quick-play cards and templates for deployment and artillery fire.

Basic mechanics follow the familiar element, movement point, group move, edge to edge combat and alternate bound format of recent WRG offerings, but there are many differences. For instance, elements accrue four 'hits' before elimination (although all four can be gained at once!) and can attempt to reform to improve their condition. Also, each army has a base number of movement points per bound, supplemented according to dice and command efficiency. There is a return (oh joy!) of the morale test, albeit a very basic affair, only really dangerous to average troops when the going gets seriously tough.

Period touches include: pistolier and charging forces; platoon and rank firing foot; aggressive Swedes and Highlanders, etc. Mechanisms for passage of lines, use of redoubts and fieldworks; the dismounting of some dragoons, and for cavalry to become increasingly dangerous to infantry as the latter degrade, also add to the 'feel'.

In places there is some vagueness. The initials A and D appear on one chart without explanation, but it does not take much wit to translate these into Attacker and Defender. Similarly 'skirmishing foot' abbreviates to SF, but in places transmogrifies into SK. Small points aside, there appears little which could not be settled by reasoned, friendly discussion (between two wargamers?)

In the course of limited playtesting, the mechanisms proved fast and memorable, giving credible results. I suspect that players of DBM or DBR may find the lack of complex provisos unconvincing, but, for me, it appears

to give an enjoyable, elegant game for an interesting, elegant period.

'Rules of Battle' is available from Minden Games. **MH**

ARDENNES: THE BATTLE OF THE BULGE 1944-45

by J Mark Connell, published by Brasseys [ISBN 1-85753-323-2].

Brasseys 'in focus' ranges are designed to provide substantial descriptions of their topic in an affordable and attractive format. These are the their words off the back cover of this 128 page soft cover book. The cover shows a painting of Sherman tanks in the snow, which captures the mood of the Ardennes very well. Before I go further I should say that I have been reading about and playing games set in the Ardennes for over twenty years, any author is going to find it difficult to produce a book on this subject which does not cover ground already well covered elsewhere. The layout is fine starting with an overview then proceeding through a day by day action report. The text is broken up with photos and maps; the author fills in with his own insights and comments.

I have to question some of the authors comments and conclusions and also noted that none of the photos were new or particularly interesting. On the whole the book did what it said it would and will be useful to anyone who wanted an introduction into this battle.

HUNGARIAN HUSSAR 1756-1815

Warrior Series by Osprey Publishing

This book follows the same typical format of the Warrior Series by Osprey in size, colour plates and content. It describes the development and creation of the Hussars and discusses the expansion in the number of regiments and squadrons. There is the typical overview covering recruitment, training, the horses in the unit, life in the garrison and while on campaign. There are even accounts of skirmish and combat during reconnaissance patrols. These accounts cover the whole period.

I found this book to be typical of most Osprey books; it gives you an overview of the subject matter. For me it left me wanting since it hit on areas of interest, but doesn't go into the level of detail I would like.

WELLINGTON'S PENINSULA REGIMENTS (1)

The Irish, by Mike Chappell. Osprey Men-At-Arms, 2003, 48 pages, £8.99.

Wellington's army in the Peninsular has been covered before by the Osprey series in several volumes, however this offering by Mike Chappell deals in a little more depth with the Irish contingent of Wellington's forces.

The well known units can be found here such as the Connaught Rangers and Enniskillen's as well as some less well known ones.

The Irish troops had a fierce reputation both on the battlefield and off, for their

fighting ability. They took part in all the major actions in Iberia and one unit, the 2/87th, was the first to capture a French Imperial Eagle in Spain. Another the 88th captured a Jingling Johnnie (musical instrument) from the 10eme de Ligne

The colour illustrations are drawn by the author and are excellent.

Eight full colour plates and many black and white illustrations and photos. **RJR**

STIRLING BRIDGE & FALKIRK 1297-98

William Wallace's rebellion, by Pete Armstrong, Illustrated by Angus McBride, Osprey Publishing, Campaign Series No. 117, ISBN 1 84176 510 4. RRSP £12.99/\$18.95

Possibly one of the best Osprey publications seen in many a long day. A terrific read for anyone interested in late 13th century warfare and the Anglo-Scots wars. For the wargamer of this period it has everything, the wonderful three dimensional birds-eye view maps of the battles by John Plummer, informative campaign maps, lots of heraldry, a particularly welcome addition to any works on the medieval period (Osprey, please note) and very useful orders of battle. The composition and leadership of the English and Scottish armies are discussed as well as detailed accounts of the campaigns and battles. Pete sets the scene with the campaigns origins and a chronology.

The multi talented Pete Armstrong, noted in the main for his magnificent sculptural activities at Border Miniatures, has not only penned an easy to read and detailed account of the Wallace rebellion but adds to the visual detail by artwork of his own. Pete even picks up his camera and provides the reader with some original and spectacular shots, many in colour, of various monumental and structural edifices along with other places of interest. For those wishing to visit the sites of the battles, he provides clear instructions and even map references.

If all this alone does not tempt you to purchase the book, add to it the superb artwork of Angus McBride whose efforts are well known to all readers of Osprey publications. The depiction of William Wallace, just before Stirling Bridge, is extremely well done and there is no blue paint or any bare limbs to be seen!

Pete concludes his work with the aftermath of the Wallace rebellion, Scotland 1298-1307. There is also a useful select bibliography and index.

As you dear reader may have already gathered, this publication is highly recommended. An absolute gem. **DL**

BATTLEFIELD HIKES VOL. 1

By Julian Humphrey's, English Heritage £5.95

This is the first in a proposed series from English Heritage. It consists of a folder containing 6 laminated cards. Each card covers a single battlefield and is designed to give you a circular walk covering the key

features of the battle. The battles covered in this volume are: Sedgemoor (Somerset) – 1685; Stoke Field (Nottinghamshire) – 1487; Roundway Down (Wiltshire) – 1643; Flodden (Northumberland) – 1513; Maldon (Essex) – 991; Hastings (East Sussex) – 1066.

The format of the cards is straightforward. One side shows a map of the walk route with army positions marked, a brief account of the historical background and a box containing essential details such as parking, time and distance of walk, refreshments, public transport etc. The other side has the route instructions and information on what to look out for on the way. The cards are quite small, only 20cm by 12.5cm and are easy to handle. They are well laminated in case of bad weather or accidents.

Most of the walks are about 3-4 hours long though Maldon is only 1½ hours and Flodden is billed as 6 hours and 11 miles.

I've just walked the Sedgemoor route and found it easy to follow, with no problems in the directions and giving a good coverage of the battle as a whole. I suppose I should really have done it at night to get the full experience. At one point the route goes through the middle of a farm, which isn't signposted as a footpath so it was very useful to have the card at that point to be sure of the right of way. The route in fact took a fair bit less than the 3 hours shown on the card, even allowing for coffee and photo stops and this may be the case for some of the others as well. No stiles, few gates and totally flat terrain make for very quick walking.

The battle accounts are necessarily brief, given the size of the cards and I think some extra reading before following routes would be a good investment. In addition of course these represent the 'English Heritage' viewpoint of the precise location of the battle and other writers might have a different view on some aspects of it. You would need an Ordnance Survey map as well if you wanted to explore beyond the route on the card.

Overall I was impressed with these, from both the history and the walking aspect and they are much easier to use than a guidebook or a battles book. My only real criticism is that the map is on one side of the card and the route instructions on the other, but short of making the next set a bit larger there is not much that can be done about this. This sort of battlefield walk can provide a real insight into the terrain and next to a specialist guided walk this is probably the best way of doing it. **CS**

FIGHTING SHIPS OF WW2

Leo Marriot, *Airlife Publishing, Vital Guide Series, ISBN 1-840370416-0, £9.99*

An excellent single volume covering a varied range of WWII vessels from carriers and battleships down to submarines and escorts. Each class of ship has a single page devoted to it, with several photographs or artists illustrations (all of which are sharp and very well reproduced), key specifications and a short text on design and operational aspects. As there are only 112 pages, the book can only cover a representative sample of ship types, but those selected cover all the types that an

ab initio wargamer would be interested in, plus many more besides. In summary, not a book for the WWII warship devotee (who probably finds Conways somewhat lacking), but excellent for someone starting out in WWII naval wargaming who wants to learn a bit more about the ships under their command. **DM**

THE MAGINOT LINE

Written by William Allcorn, illustrated by Jeff Vanelle and Vincent Boulanger

The Maginot Line 1928-45 is number 10 in a new line of books from Osprey entitled Fortress. The book starts off with the formation of a powerful line to prevent war on French soil by the French president Maginot. This book describes why the line only stretched as far as the German frontier. The book describes how different types of artillery were employed in different locations along with their strengths and weaknesses. It contains everything that you expect from an Osprey book with its full colour artwork, showing the French gunners in action along with other elements in and around the fort. There are accurate maps and original blueprints of the fort along with some original photographs taken before and after its capture by German forces in 1940. The book also includes full cutaway artwork, which corresponds with the blueprints and maps of the area, giving you a better representation of how it really looked.

I found this volume interesting and informative and it helped me to understand an area of history which I knew little about. I believe that this book is a must for any person interested in French involvement in the Second World War. **BC**

AMERICAN CIVIL WAR COMMANDERS (4)

Author: Philip Katcher, Illustrator: Richard Hook, Elite, published by Osprey.

Another book from that prolific writer on the American Civil War, this time covering the Confederate Commanders in the Western theatre. In total there are details of the careers, personalities and appearance of 24 Generals: Beauregard, Pierre Gustav Touton; Bragg, Braxton; Breckinridge, John Cabell; Buckner, Simon Bolivar; Cheatham, Benjamin Franklin; Cleburne, Patrick Ronayne; Duke, Basil Wilson; Forrest, Nathan Bedford; Gardner, Franklin; Hardee, William Joseph; Hill, Daniel Harvey; Hood, John Bell; Johnston, Albert Sydney; Johnston, Joseph Eggleston; Magruder, John Bankhead; Morgan, John Hunt; Pemberton, John Clifford; Polk, Leonidas; Price, Sterling; Smith, Edmund Kirby; Stewart, Alexander Peter; Taylor, Richard; Van Dorn, Earl; Wheeler, Joseph.

All the careers are well written and as well covered by the author as could be expected in the space available. So if you want to read a potted history of the above Generals, you couldn't do better than read this book.

I liked the idea of showing the original photo and the engraving produced from it as many books use engravings and this gives an idea of the accuracy of them. This is done a few times but other readers might feel that to show what is in effect the same picture twice; a waste of space.

The colour illustrations are very good, although

one or two look a little younger/older or hairier than in the photos that I've seen. I strongly dislike the idea that is used in the naming of these illustrations in that the name under the General isn't necessarily that of the man and that you have to check some silly little number inserted within the illustration. This is so unnecessary and it's a shame that this publisher does this. **JB**

THE UNIFORMS OF 1798-1803

F Glenn Thompson, Four Courts Press

Although first published in 1998 in time for the bicentenary of the Irish Rebellion, this essential uniform picture book seems only recently to be arriving on bookshelves in England. This may be due to myopia on my part but from never having seen it before Call to Arms, at Newbury several dealers were offering it.

If you are a 'revolutionary wars' or even an 'early Napoleonic' wargamer, then this attractive tome will provide you with all the painting necessary to divert your interest into a different field, or set of Irish fields! Having said that, be warned there isn't much information about the various rising itself or indeed themselves as Glenn Thompson does not limit himself to the one attempt of '98. For that research you'll need to buy other Court Press publications handily listed on the back cover! However, at £5.00, that is about a quarter of most standard new books these days – you could easily afford it.

What the author does is provide descriptive text to his lavish illustrations and although I would have preferred some of the blank space to be utilised with a few indications of what the unit shown actually did, I will confess the book has whetted my appetite. I know among my white-metal mountain there are plenty of mixed eighteenth century types awaiting green, grey or red coats.

The illustrations themselves are the stars of the book. For your money you get twenty-six landscape A4 pages with three or four coloured drawings per page. They depict plenty of soldiers of the Insurgent Armies, their French allies, plus their Militia and Yeomanry opponents including Hessians! Not only are the infantry, cavalry and artillery uniforms illustrated in excellent detail, but you also get the range of flags and weapons. If you want a new and different period, or you are a veteran of horse and musket gaming wishing to extend your knowledge, put this book on your bookshelf next to the painting table. **CS**

REVIEWERS

BC ~ Barry Carter
MH ~ Mike Hayward
RJR ~ Richard J Ransome
DL ~ David Lanchester
DM ~ David Manley
JB ~ Jim Brown
BC ~ Ben Counsell
CS ~ Chris Scott

RECONNAISSANCE REPORT

GOOD DEAL!

Deal Wargames Society meet every Tuesday evening from 7pm until 10.30/11.00pm at the Milldale Community Hall, Milldale Close, off Mill Road, Deal. New members aged 15+ are being sought to play a variety of games.

At the moment, we play 20mm WWII, 15mm Fantasy, 28mm Fantasy and Sci-Fi, Napoleonic, Naval games, aerial wargames, 1/300th WWII and the Club has Naval, Warhammer, 7YW, Aircraft and Wild West armies. We can accommodate five tables comfortably, have kitchen facilities and are close to local takeaways and shops.

We also have large, all day games for multiple participation, and put on demonstration games at various shows around the South/South East.

The club also boasts a growing junior membership aged 13+ which meets from 4.30pm until 7.00pm, who also have extended sessions during the school holidays. People interested in coming along should contact the chairperson, Adrian White, on 01304 372326 for further details and to discuss interests so an appropriate game may be arranged in advance.

COGS WORK

This year's show is later in order to avoid yet more clashes with local shows. We look forward to a plethora of superb participation games, all players being entered into a free draw, including a 1/48th Kelly's Heroes bash and an enormous battle of the Pelennor Fields. Other contributors to our games will include the Newark 'Bunker' and Games Workshop.

As ever we will always keep tables free for innovative exhibitors new and old, but space is growing short.

Last year we had a record attendance and if you put on a game here you will not find yourself looking at the ceiling thinking why did I bother?

Free parking, full disabled access, a good value café and the infamous live performances keep this show going from strength to strength. Check out www.c-o-g-s.org.uk for more details.

WHAT'S ON AT THE NATIONAL ARMY MUSEUM

300th Anniversary:

Blenheim

The Museum's Redcoats gallery, now closed for refurbishment, re-opened on

13th August to mark the 300th anniversary of the Battle of Blenheim. Visitors can find new displays on the turbulent early years of the British army and the leadership of such charismatic personalities as Oliver Cromwell, the Duke of Marlborough and Cumberland, the 'Butcher of Culloden'.

150th Anniversary:

The Charge of the Light Brigade

The 25th October sees the 150th anniversary of the Battle of Balaklava and the disastrous Charge of the Light Brigade. If you or your friends haven't yet visited the Museum's Special exhibition on the Crimean War, why not plan a visit on 23rd and 24th October, when the exhibition will be brought to life with special events, living history performances and a wide range of family activities.

Special Events:

There was a teenage invasion of the Museum at our Camouflage! event weekend in August. Young people are invited to take on tough army style challenges to see if they had what it takes to live life in the army.

For more information visit www.mycamouflage.co.uk.

The Museum is delighted to welcome best-selling author Bernard Cornwell as a guest speaker this autumn. The creator of renegade Army hero Richard Sharpe will be talking about the experiences – and the exploits – of a soldier in Wellington's army. The event will be accompanied by a book-signing and discount offers in the Museum shop.

BBC Battlefield Britain presenters Peter and Dan Snow are welcome late additions to our September event on Culloden. The father and son team will give a lecture on the penultimate and bloodiest battle of the last British rebellion.

Visitors will have the opportunity to buy signed copies of the book accompanying the series, which tells the story of eight decisive battles that have helped shape Britain. Please note they will be available on Saturday only.

Following our Christmas event in December, visitors are also invited to join in an evening of carols – inspired by the Christmas Truce of 1914 – at a performance by the celebrated Coope, Boyes & Simpson, England's foremost acappella trio. Check out [classic fm] website for details.

DIARY

Spread the word about your event and make sure of your entry on the diary and calendar by contacting the editor. Listings are free to advertisers otherwise £50.00.

****11/12 September, Colours, The Race Course, Newbury.** Bring and buy, competitions (gaming and painting), Demonstration and participation games, trade stands. Contact Trevor Halsall, 0118 971 4473

18th September, Phalanx. Contact Graham Spencer 01664 560 642

19th September, Wargamer, at Sutton Coldfield Town Hall, 10am to 4.30pm Bring & Buy, demonstration & participation games, trade stands, bar & café, Contact Paul Broadhurst 0121 778 2394

26th September, Essex Warriors Open Day. 10.00am-4.00pm. Writtle Village Hall (nr Chelmsford), Essex. Bring and buy, participation games, trade stands. Contact Peter Grimwood 01245 265 274.

24th October, Falkirk District Wargames Club Open Day, Newlands Community Centre, Grangemouth. 11.00am-5.00pm. Contact Kenny Thompson 01259 731 191

7th November, COGS 2004. At the Winding Wheel, Chesterfield, Participation Games. Live Shows. Traders. Bring & Buy. Full disabled Access/Facilities. Check out www.c-o-g-s.org.uk for more details.

****20/21st November, Warfare, Rivermeade Leisure Centre, Reading.** Bring and buy, competitions, participation games, trade stands.

27/28 November, Hordes of Hordes, The Brunswick Hotel, Malmesbury Park Road, Bournemouth. HOTT competition (Saturday), big participation games (Sunday). Contact Jim Brown 01202 240 913.

28th November, Reveille II: The Last Post. The Downend Folk House, Lincombe Barn, Overndale Road, Downend, Bristol. 10.00 am-5.00pm. Bring and buy, trade stands, demonstration and participation & trader games. Refreshments & free car parking. Contact Craig Austin 07870 585 683, e-mail craigaustrin@hotmail.com and web site www.bristolwargaming.co.uk

4th December, Recon, Leeds.

2005

5th March, South Shields Wargames Club Open Day. Brinkburn Community Centre, Harton Lane, South Shields. Bring and buy, displays and participation games, re-enactors. Contact Steve Armstrong, 0191 454 3262

****20/21st March, Triples 2005, Octagon Centre, Sheffield** Bring and buy, competitions (gaming and painting), Demonstration and participation games, trade stands.

9/10th July, Attack, The Corn Exchange, Devizes. Bring and buy, competitions, demonstration and participation games, trade stands. Contact Chris Chilcott, 01225 706 658

**** See the MINIATURE WARGAMES stand at these shows****

SEND DETAILS OF YOUR EVENT TO THE EDITOR. IF A LATER EVENT APPEARS BUT NOT YOURS SEND A REMINDER!

NORDLINGEN: THE SWEDISH ECLIPSE

6th September 1634

by Jesús Ma Cortés, Spain

INTRODUCTION

Nordlingen was one of the most decisive battles of the Thirty Years War, the Swedish defeat put them in a secondary position and forced France to play a principal part in the later years of the war. The civil-religious war changed to a nation's supremacy struggle in the fields of Germany.

After the battle the Elector of Saxony was the first in making peace with the Emperor; the Confederacy of the protestant German princes dissolved and Bernhard of Saxony hired his army and services to France. The West German cities, until this date in Swedish hands, surrendered 'en masse' to the Imperial flag.

FAMILY AFFAIRS

After the death of Gustavus Adolphus and Wallenstein, the war changed its course and the south-west of Germany would be the new theatre where the Empire and the Swedish-German protestant coalition continued to fight. The Spanish King Felipe IV was anxious to relieve the protestant pressure on his family's Austrian branch and his Valido Count, Duque of Olivares, looked to reinforce the Flanders provinces facing the new French menacing power.

Family and military interest joined when the Cardenal Infante Fernando, until now Governor of Lombardy, brother of the Spanish King and also of Ferdinand of Hungary's wife, took the Spanish Road from Milan to Munich in June. The journey was a difficult task and the army spent two months arriving at their destination.

On 24th August both princes met near the ville of Nordlingen, which was under siege by the Imperial army. The news of the enemy approaching made the Austrian armies deploy covering the siege works. The family coalition was composed of the Spanish tercios including troops of different nations: Germans, Lombards, Neapolitan - only a minority were true Spanish. The Marques of Leganés acted as military advisor in the command role for the still military novice, Cardenal Infante.

The Duke Charles of Lorraine, a 'Prince without a Crown', served as general in the Imperial side commanding the Bavarian Elector contingent, with moral authority over the minor nobility in the command. Gallas, a veteran from the Tilly times, had serious problems with drink. He served under Wallenstein and became one of those directly responsible for his murder and was rewarded by the Emperor with a large part of the Duchy of Friedland. Also present in the battle was one of the murderers: Leslie, now commanding his own regiment. Piccolomini also supported the conspiracy that led to the Wallenstein end; his influence in the Vienna Court was limited by his Italian origin, and he served sometimes the Spanish branch and sometimes the Vienna branch of the Austrias.

This puzzle of nobles, opposed characters,

liquor lovers, ambitions and even different strategic objectives, works this time remarkably well under both princes moral authority and friendship.

The protestant side suffered similar troubles but this time they were not softening crowns for the generals in command characters; Bernhard of Saxe-Weimar was an experienced commander, very proud of his naissance origins and always looking for imaginary offences to his 'honour'. A rash general, he never admitted defeat in battle. Horn was the other face of Janus: cautious and stubborn, his strategy was guided by the preservation of his army. He wants battle and prefers to wait for the Rhinegrave Otto 6,000 men reinforcements. These are two days march away from Nordlingen at the moment. His attitude causes Bernard to accuse him of cowardice in public, this offence may affect the proud Horn and prove fatal on the battle day, because the Swedish general charged more than 13 times frontally against the well fortified Spanish positions on the Allbuch hill.

THE ARMIES AND TACTICS

If it was a difficult task to manage different characters and commands. The armies were also a mixture of different experiences and tactics. The 'Spanish' army still used the old-fashioned Tercio, discarded in Germany since Breitenfeld. The Imperials and Lorraine used the Wallenstein tactics as in Lutzen, infantry regiments of ten deep formations. The Spanish horse still 'caracole' and this way of pistol fire is related in an ironic tone by Montecuccoli, but the result in the battle wasn't a joke for his enemies, as Horn related after his capture.

The troops combined battle-hardened veterans (the Tercio de Idiaquez, an 'elite' corps) with recruits and mercenary soldiers such as Salm and Wurmser Tercios. The Italians were well drilled and disciplined soldiers.

One of the most innovative tactics noted by Horn (who has many times written about his captivity after his defeat) was the Spanish repost to the Swedish 'salvo' fire; they crouch

receiving the fire, and the musket balls flew over their heads with no harm, and then got up and fired in response to the Swedish with a devastating effect.

Some of the Spanish infantry still used the arquebus, a light weapon very useful in the broken grounds of woods and hills, so in the skirmish fought in the Heselberg the night of the 5th, that stopped the protestant vanguard. The 'mangas' (sleeves) of arquebusiers and musketeers were commanded by Francisco Escobar, the Sergeant Mayor of Fuenclara Tercio, who had orders to defend the position 'to the last man' so did just that!

The protestant army deployed in the classic Swedish infantry brigade of three battalions, five or six ranks deep and closely supported by the regimental light artillery. Most of the soldiers were Germans but all were veterans and well motivated. They charged 15 times on the blood Allbuch hill slope with no hesitation following their general's orders. They were the heirs of Lutzen and Breitenfeld, la crème de la crème'. The cavalry formed three deep in squadrons but only a minority (the true Swedish) horse regiments still charged in to contact at a gallop. The Germans preferred the trot and pistol fire better than the cold steel of the sword. The dragons fought mounted like arquebusiers in a skirmish cloud covering the flanks, as the croats did the same on the Imperial side.

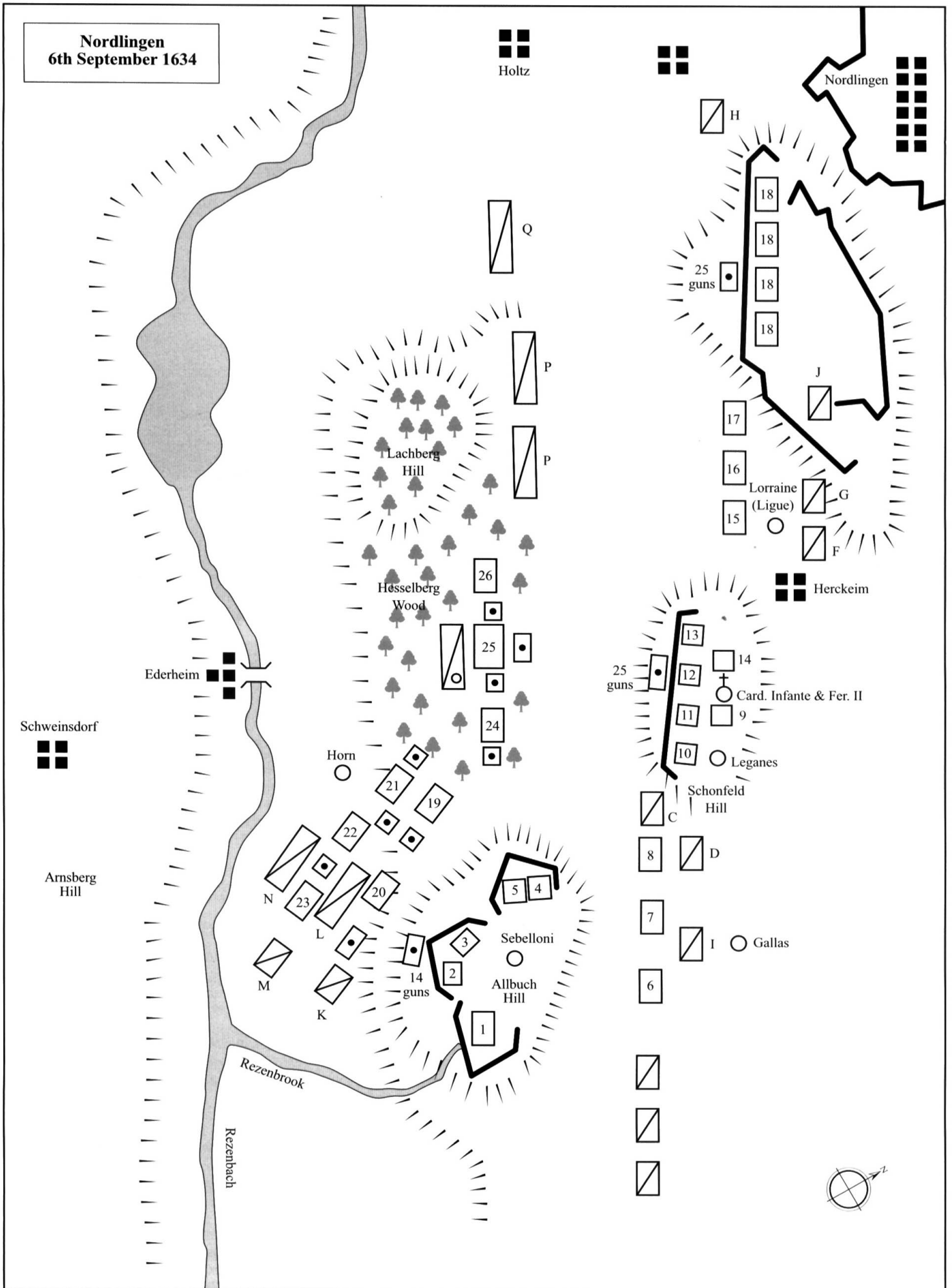
The artillery was managed in both armies by expert generals, Gallas and Horn; in the Spanish side one Jesuit Father Gamasca is cited as assistant of the Marques of Leganés in the deployment of the guns on Allbuch hills.

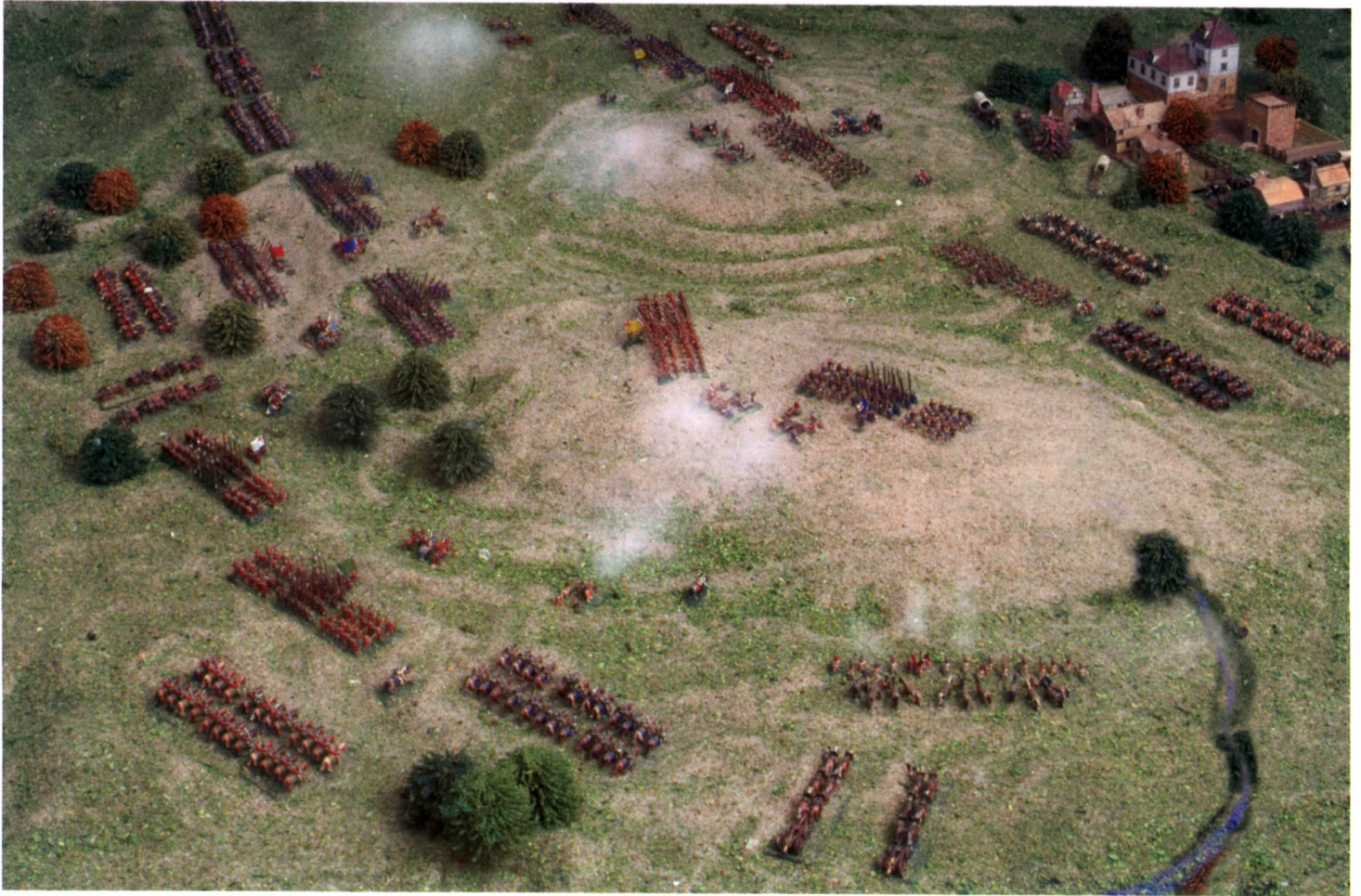
THE BATTLE

The skirmish for the Hesselberg forest ended at 11.00pm and both armies were ready to begin again at 5.00am the morning of the 6th. First of all the Croats and Swedish dragoons on the far left side and the Protestant artillery began a sustained bombardment against the Allbuch hill that must support the Horn right flank attack to this position, but was the Swedish cavalry who first contacted the enemy, receiving fire from Torrato and the Spanish dragoons when they tried to cross the Rezenbrook. Latour and Arberg Burgundy horse takes him in flank and the Swedish regiments flee, leaving the Pfuhl infantry brigade exposed.

In the mean time, the frontal assault against the Spanish-defended trenches, worked well - both Salm and Wurmser German regiments retired after their colonel's death, pursued by the Scots and Pfuhl brigades who captured the 'fleches'. The Swedish horse second line

Nordlingen
6th September 1634





A bird's eye view of Nordlingen. 1/300 Heroics & Ros figures. Photography by Richard Ellis.

charged the fleeing Tercios, only to be stopped by Cambacorta's horse countercharge, giving time to reorganise the Imperial counterattack with the 'elite' Tercio of Idiaquez, who retook the lost artillery in the Allbuch. The Tercio of Torralto, isolated by the German retreat, was reinforced by the Torrecusa and Cardenas Tercios, both supported by Piccolomini horse.

In the struggle, Gambacorta was hit and the Tercio de Idiaquez powder wagon exploded, adding to the confusion of the carnage. Confused by the smoke, two Swedish brigades shot at each other.

At 7.00am and the first wave of the Protestant army retreated to the slopes of the now bloody Allbuch.

Bernhard's eight squadron strong cavalry rode down in support of the second charge of the Thurn infantry. The Imperial regiments of Fugger and Leslie hold the line and again the Piccolomini horse attacked the enemy flank; and defeated the enemy cavalry.

9.30am: Piccolomini was killed, Fugger wounded, also Oxenstierna, but the Allbuch was still in Imperial hands. On the right flank the 15th of Horn's frontal assaults had failed; it was the moment chosen by Gallas who, in a swinging movement, redeployed his left flank cavalry in the centre, joining Gonzaga. This force advanced with all the Lorraine fresh troops against the Horn left flank. Bernhard reserve entered the melée in support of the Cratz horse but it was too much for soldiers who had fought two days with only a few hours of rest.

The Protestant centre collapsed just when

Horn was aware of his defeat against the Allbuch and tried an orderly retreat across the Rezen at Ederheim; but the Croats raided the whole camp, capturing Horn himself, Cratz, Rostein, all the baggage and nine more colonels, 457 ensigns and cornets. It was a 'sauve que peu' rout, and a virtual annihilation of the Swedish army.

THE END

The Peace of Prague was proclaimed May 30th and the Swedish domination in German was broken, but Richelieu's France declared war on Spain on May 21st. The Swedes' moon was defeated by the Spanish sun, but his light only illuminates the future rise of the 'Fleur de Lys' of France.

NOTE ABOUT THE TERRAIN

The Nordlingen country was a difficult and broken terrain, being wooded and crossed by gulleys; a very difficult task for reconnaissance in the late night as Horn did the recce of the battle. The Rezenbach was fordable in Hederheim and the Allbuch and Lachberg slopes are not principal obstacles; the Spanish chronicles said that the building of trenches was a very difficult task, by the nature of the soil/stone. Both hills are no more than 500 metres high.

The Hesselberg wood must disorder the troops inside but is not a 'close' wood, and the horse can fight and move freely inside.

Many of The Thirty Years War battles were fought in terrain that most of the wargames rules usually qualify as 'heavy', 'rough' or 'close', i.e. Wittstock, Lech, Jankow, Nordlingen. The use of

weapons as pikes and close order formations in this country is a very debated question.

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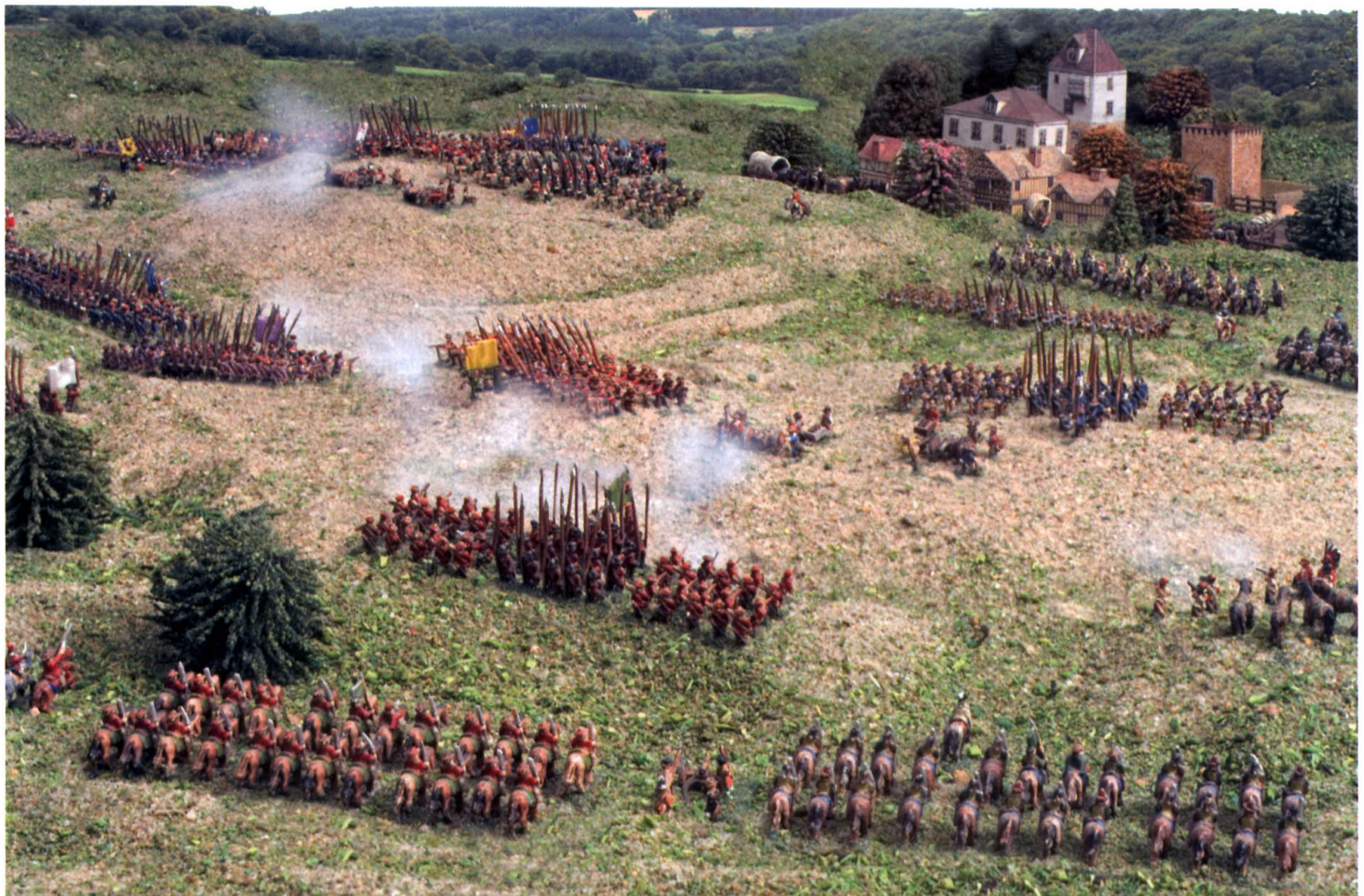
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Thirty Years War: Tabletop game by GMT, a very good strategic campaign system.
Europa Universalis II (for PC)

FIGURES

Available in every scale: 28mm, 25mm, 20mm plastic, 15mm, 6mm: Donnington, Testudo, Essex, Minifigs, Baccus, and many, many more!!!



Last month our advert had loads of words, this month.....just loads of books!! See us at your local show as well as at Colours, SELWG, Partizan, FIASCO, Crisis (Antwerp), & Euromilitaire



Swedes prepare for another assault on the Imperialist line. Photography by Richard Ellis.

ORDER OF BATTLE FOR ANCHOR OF FAITH - PIQUET RULES

The Allbuch Hill Attack

Protestant Army:

Army commander: Horn: Skilled

Command nbr 1: Witzthum (Average)

Command nbr 2: Schaffelytsky (Average)

Command nbr 3: Oxenstierna (Average)

Comm	Unit Name	BDV	Quality	Un Tact Pref	F/M/M	UT	Weapon
1	Monro Br	8	eager	Swedish br	8/8/8	1st rate	ultralight art/M/P
1	Pfuhl Br	6	ready	Swedish br	8/6/6	regular	idem
1	Wurtemberg Br	6	ready	Swedish br	8/6/6	regular idem	
2	Horn Br	10	determined	Swedish br	12/12/12	elite	idem
2	Rantzau Br	6	ready	Swedish br	8/6/6	regular	idem
2	Yellow Br	8	eager	Swedish br	10/6/8	1st rate	idem
3	Horn cavalry	8	eager	galloper	6/12+1/10	1st rate	pistol/sword
3	Bouillon cav	6	ready	trotter	4/6/6	regular	idem
3	Oxenstierna cav	10	determined	galloper	8/12+1/10	elite	idem
3	Swedish cav	6	ready	trotter	4/8/6	regular	idem

Imperial Army:

Army Commander: Cardenal - Infante Fernando: Skilled

Command nbr 1: Servelloni (Average)

Command nbr 2: Gallas (Average)

Command nbr 3: Gambacorta (Average)

Comm	Unit Name	BDV	Quality	Un Tact Pref	F/M/M	UT	Weapon
1	Torraltio Tercio	8	eager	Spanish	8/8/8	1st rate	musket, pike
1	Salm Reg	6	ready	Spanish	8/6/6	regular	idem
1	Wurmser Reg	6	ready	Spanish	8/6/6	regular	idem
1	Idiaquez Tercio	10	determined	Spanish	12/12/12	elite	idem
2	Fugger Reg	8	eager	Dutch	8/8/8	1st rate	idem
2	Leslie Reg	8	eager	Dutch	8/8/8	1st rate	idem
2	Piccolomini Cav	10	determined	Dutch/Caracole	8/12+1/12	elite	pistol/sword
2	Light artillery	6	ready		8/4/6	regular	light gun
3	Latour-Arberg Cav	8	eager	Dutch/Caracole	8/8/8	1st rate	pistol/sword
3	Spanish Dragoons	4	battle weary	skirmish	6/4/4	1st rate	musket/pistol/sword
3	Gambacorta Cav	6*	ready	Dutch/Caracole	8/8/6	regular	pistol/sword

NORDLINGEN - ORDER OF BATTLE

(Map number reference of unit on the left)

PROTESTANT ARMY

Horn - Bernhard

Infantry

19 - Monro Brigade: comprising Monro, Muschamp, Rutven, Leslie, King, Forbes and Ramsay Regs: 1,700 men

20 - Pfuhl Brigade: Pfuhl, Baner, Vitzthum, Birkenfeld Regs: 1,700 men

21 - Wurtemberg Brigade: Liebenstein: 3,000 men plus 3,000 men in camp baggage

22 - Horn Brigade: Horn, Wurmbrand, Haubald, Scheidwils, Schaffelitzky Regs: 1,200 men

23 - Rantzau Brigade: Rantzau, Cratz, Freytag, Muffel, Tiesenhausen, Quadt, Isemburg Regs: 2,000 men

24 - Yellow Brigade: Yellow, Zerotin Regs: 1,400 men

25 - Thurn Brigade: Thurn, Hitzlaff, Rosen Regs: 1,250 men

26 - Bernhard Brigade: Bernhard, Hodiagowa, Limbach Regs: 1,250 men

Horn Cavalry: 4,000 men in 19 esq:

K - Horn own: 500 men

L - Bouillon Reg

M - Oxenstierna: 200 men

N - Various Regs.

Berhard Cavalry: 5,150 men

O - Beckermann Regs.

P - Cratz, Courville Regs.

Q - Taupadel Dragoons: 1,000 men

Total Strength: 18,000 infantry, 10,150 cavalry, 70 artillery

Losses: 12,500 men, 68 guns

IMPERIAL ARMY

Cardenal Infante Fernando: 15,840 infantry, 3,000 cavalry

1 - Tercio de Torralto: 750 men, 10

compañías, Neapolitan

2 - Salm Regiment: 2,590 men, 11 coys, Germans

3 - Wurmser Reg. 2,150 men, 10 coys, Germans

4 - Fugger Reg (Imperial): 1,650 men

5 - Leslie Reg (Imperial): 1,600 men, 11 coys, German

6 - Tercio de Idiaquez: 1,800 men, 26 coys, Spanish

7 - Tercio de Panigerola: 1,000 men, 12 coys, Lombardy

8 - Tercio del Guasco (Principe Doria): 1,000 men, 12 coys, Lombardy

9 - Schwarzenberg Reg (Imperial): ??

10 - Tercio de Cárdenas: 950 men, 13 coys, Neapolitan

11 - Tercio de Torrescusa: 950 men, 15 coys, Neapolitan

12 - Tercio de San Severo: 1,900 men, 24 coys, Neapolitan

13 - Tercio de Fuenclara (Alagón): 1,450 men, 17 coys, Lombardy

14 - Tercio de Lunato: 1,300 men, 15 coys, Lombardy

Cavalry:

A - Latour: 587 men, 7 coys, Borgoña

B - Arberg: 720 men, 11 coys, Borgoña

C - Gambacorta: 1,080 men, 11 coys, Italian

E - Dragoons: 500 men, 5 coys, Spanish

Charles of Lorraine: League - Bavarian: 3,000 infantry, 3,000 cavalry

15 - Reinach Reg: 1,133 men, 18 coys, Bavarian

16 - Ruepp Reg: 1,132 men, 9 coys, Bavarian

17 - Harteburg Reg: 735 men, 10 coys, Bavarian

Imperials: Ferdinand, King of Hungary: 5,000 infantry, 9,500 cavalry

18 - Webel, Furstemberg, Beck, Aldringer Regiments

Cavalry (Bavarian and Imperial)

D - Piccolomini: 3,000 men

F, G - Werth, Billehe: 3,000 men

H - Croats: 2,000 men

I - Gallas: 3,000 men

J - Gonzaga: 3,000 men

Total Strength: 25,000 Infantry, 15,500 cavalry, 64 guns

Losses: 3,500 men

NEVER MIND THE QUALITY FEEL THE WIDTH

by Jim Webster

Look at all those beautifully painted Napoleonic figures. Exquisitely based, the 24 to 36 figure regiments manoeuvre across the table in fine style. But let's stop and think a minute. You have hundreds of figures right? Well a hundred figures are about a company. So let us look at your French. What would be nice would be to deploy a battalion, one Grenadier company, four Fusilier companies and one Voltigeur company. Somewhere between four and six hundred figures, it is a lot but many clubs could well be able to get that sort of number. So let us be less ambitious and restrict ourselves to at most two companies.

Now I suspect very few people will have 200 single based Napoleonic infantry. This doesn't really matter; we can cope with this small problem. What about a setting and some opponents?

Spain is always popular, and it gives us a wide variety of possible enemies. So a scenario is wanted.

SETTING THE COUNTRY ABLAZE.

As part of their efforts to ensure that the French have the maximum possible trouble, the British are supplying food, weapons and even military support to the various semi formal Spanish armies. Most of these are little better than Guerrilla bands who are terrible to small parties or wounded, but fade away in front of more determined

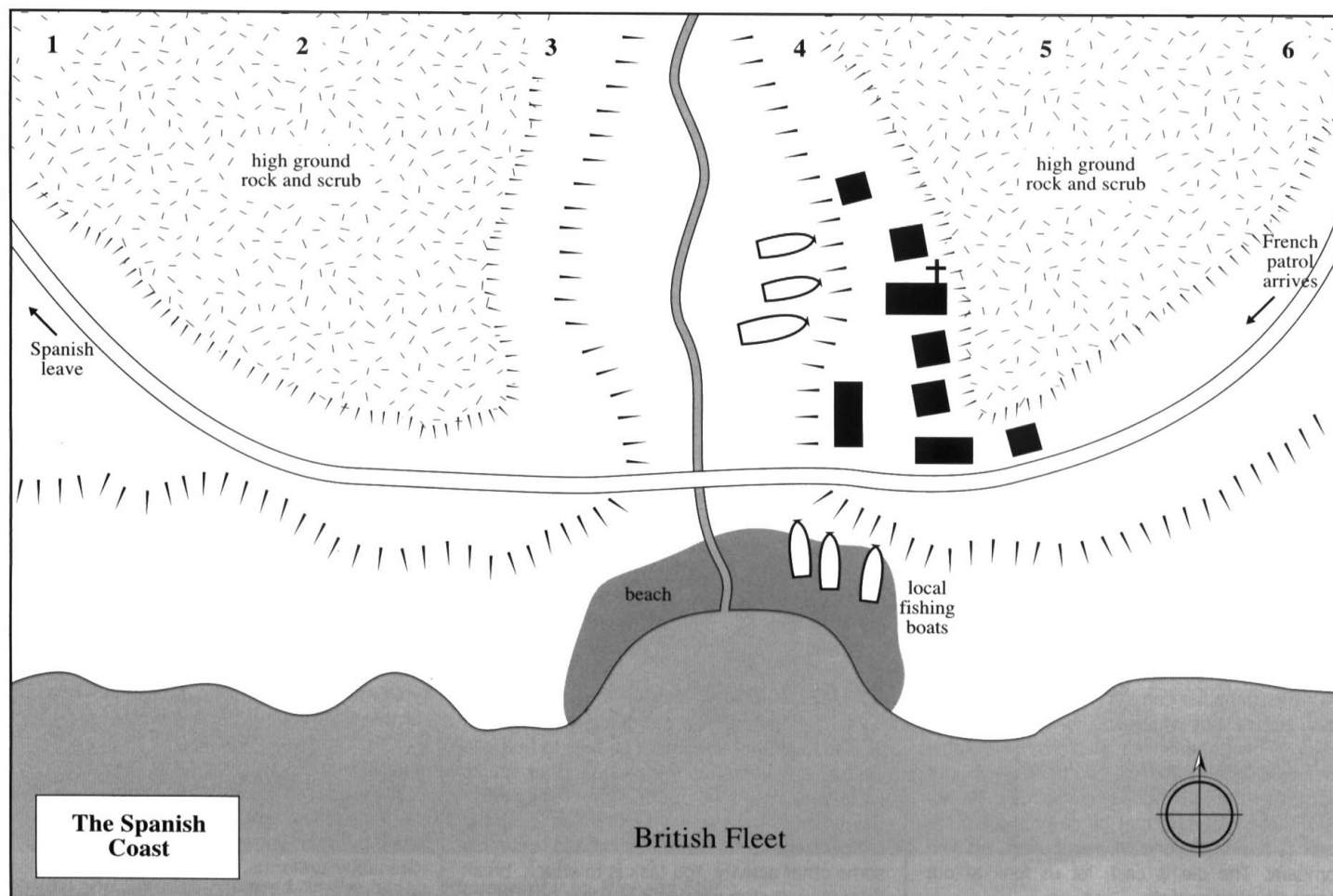
opposition. A large band, led by Generalissimo Algarbe has marched down to the coast where they are to meet a Royal Navy force whose task is to supply them with considerable quantities of muskets, powder and ball, shoes and flour. The Generalissimo has gathered together every pack mule, ox cart or carriage he can find to carry away these sinews of war. He has 100 men with him as a covering party,

plus a considerable number of muleteers and their like whose task is to keep their transport safe. To expedite things the Navy has landed a covering party of Marines, about 50 strong, to cover a working party of seamen who are unloading the supplies from small boats and loading them onto the wagons etc. A constant stream of ships boats travels from the ships to shore and back again.

Houses? A village? Well ideally it would be an isolated cove away from prying eyes, but if you have some nice houses perfect for the Spanish Peninsular then fit them in somewhere.

THE WARGAMES TABLE

So now set up your wargames table. One long edge is the sea with a beach, headlands, sheltered coves etc. The left hand short edge is the road along the coast and up into the mountains. This is the way





British and Spanish cornered on the beach. Photography by Richard Ellis.

Generalissimo Algarbe and his supplies intend to leave. The right hand short edge is the road off to the nearest French garrison. It is along this edge that trouble is most likely to arrive.

Half way along the coastal edge is the cove where the British are frantically unloading their supplies. Apart from a clear area around the beach the rest of the table should be cluttered with broken ground, rocks, hills, scrub and other bad going. Only the roads in and out should be at all easy to traverse.

Now let us look at our French. There is increased Guerrilla activity in the area and a full company has been sent out to patrol down the road and 'show the flag'. It is considered that any force of less strength would merely invite an attack that the patrol could not cope with. The battalion has been brought up to strength with new recruits so is numerically strong but the men are largely inexperienced. An hour or more after the patrol set out, a cutter put in and reported a large British Naval presence. The Battalion commander decided that there could well be something going on along the coast and decided that he probably needed more men at the scene. He dare not risk a messenger to the company that has set out, but himself sets off with the Grenadier company. This contains few new recruits, but was made up to strength by taking more experienced men from the other companies. The battalion commander decides that rather than just following the road, he will head more inland so that he can fall upon the flank or rear of anyone who ambushes his first company. The die is cast; let us look at our player situation reports.

GENERALISSIMO ALGARBE

Your sole aim is to get as large a quantity of supplies as possible off table and away. You are not there to hold the area. Yet it has occurred to you that should your men fight well and make a good impression, the British will be more willing to help next time. So, in so much as it is possible without losing the supplies, you are determined to be a gallant ally. You have 100 guerrillas plus assorted muleteers and similar.

CAPTAIN ANDREWS

You are the officer in command of the beach party. You have a scratch force of fifty marines drawn from several ships, plus about a score of seamen. While the latter are armed, they are far too busy handling supplies to divert to fighting.

Your aim is to unload as many supplies as possible, and to ensure the Spanish get them off table. After all it is no good unloading supplies just to give them to the French. Your line of retreat is back to the boats, you don't want to get cut off and have to fall back overland.

CAPTAIN L'TOMBE

You are leading your patrol along the road in the hope that you might be able to find and destroy any guerrillas in the area. Your scouts (who dare not move out of sight of the rest of the column) now tell you there is a strong concentration of Guerrillas ahead covering some other activity. Your task is to attack, break through and stop whatever is going on. Do not

expect reinforcements, if you sent a messenger back to tell Major Bandeaux what was going on, you would merely be condemning the poor man to an agonising death as the Guerrillas would inevitably capture him. You have 100 men in your company.

MAJOR BANDEAUX

No one knows of your presence (even your subordinate Captain L'Tombe). So hopefully you will be able to mount your attack down the long edge of the table and pin the Guerrillas between your forces and those of the Captain. Destroy them all. You have one hundred Grenadiers in your company. You are trying to hit the enemy on the flank but aren't sure of your exact route. To work out where you arrive, start numbering at the left hand short edge and continue along the inland long edge. 1 is where the left-hand short edge meets the sea, 6 is where the inland long edge meets the right hand long edge. Roll a d6 and this is where you come on.

To work out when you come on, roll 1d6 every move once firing has started. When your cumulative total exceeds 12 plus the score on the roll to find out where you came on, then your men start to appear, a maximum of a third of them come on every move.

FIGURES

We have discussed the French. You have doubtless got lots of French figures. It may be that you don't have a hundred in Grenadier uniforms. That doesn't matter, there were doubtless battalions in Spain that didn't

have enough Grenadier uniforms for their Grenadiers. For the British, you really should have twenty sailors. Marines could be more problematic, but doubtless you will be able to use ordinary infantry without the world ending. The Guerrillas could be a problem, but not an insoluble one in the era of credit cards. I suggest that as well as Spanish Napoleonic ranges you look at pirate ranges and also for armed medieval peasants and similar.

RULES

Funnily enough, there is a rule set that would cover this battle, Guerrilla, which is published by Miniature Wargames (now sadly out of print). If you haven't got a set I would recommend the following.

FIGURES

Ideally individually based, but we can cope with multiple bases. After all troops do tend to bunch up and stick together. There are two types of base, ordinary and command. All those officer bases count as command, representing either an NCO or even an officer.

MOVE SEQUENCE.

French move, both sides fire, Allies move, both sides fire.

MOVEMENT

Each base moves individually, at 1d6 inches per move. Within 6 inches of a command base they move at 6 inches.

RANGE

Effective range is 4 inches

Maximum range is 12 inches.

FIRING

Both sides fire simultaneously, and at each other.

Guerrillas roll d6

French Line d6

French Grenadiers d6+1

British Marines d6+2

British seamen d6

Therefore both roll a d6 for each base and add or subtract the following factors.

Firer under fire -1

Firer moving -2

Target in cover -2

Target stationary in the open +2

Firer within 6" of leader +2

Short range +2

Long range -2

A total of 6 or over is a hit.

If firing figure to figure, any figure hit is incapacitated and out of the game. (Because of the nature of the combatants efforts will be made to try and have the wounded carried either to the beach or off table to the rear.)

If firing base to base, a base hit is driven back a move at the very least. But before moving the base, re-roll the dice and if a second hit is achieved remove the base entirely. This is because one or more of the figures has been wounded and the rest are accompanying them to seek medical assistance.

CLOSE COMBAT

Roll a d6 for each figure or base in contact. If one rolls twice the other, then it the losing base is destroyed.

+1 for Marines, sailors and Guerrillas

+2 for Grenadiers

+1 for each extra figure on the base (So if a base has 3 figures and is fighting against a single figure it gets +2)

+1 if the base has a leader on it.

MORALE

The fighting will be spread out and troops will not be able to see everyone in their unit. So we do not need a rigid morale rules, the morale of the Players is what counts. However if a force gets below 50% roll a d6 every move. On a 1 or 2 the unit will fall back out of close combat. If already out of close combat they will fall back out of musket range. If all ready out of musket range they will fall back off the table edge.

On any other roll they will fight on.

So to leave the table the unit would have to roll 1 or 2 on three consecutive moves.

WINNING AND LOSING

The seamen can load one base of pack mules/cart/carriage a move. There are 12 to load.

The British can evacuate 10 figures per move.

The British and Guerrillas get one point for every base of transport loaded and off table, and two points for every ten figures of marines and seamen they evacuate. They get one point for ever ten figures of guerrillas they evacuate.

The British and Guerrillas win if they get a total of 20 points.

The French win if they don't.

Have fun.



British and Spanish cornered on the beach. Photography by Richard Ellis.

GRIM AUGHRIM

by Chris Scott

The Battle of the Boyne, July 1690, is often seen as the end of the Jacobite cause in Ireland but although James II had fled back to his French paymaster, some stubborn fighting was to follow William III's famous victory. One of the actions in particular offers wargamers who like the formal linear warfare of the eighteenth century a variety of terrain, command scenarios and brigade level operations; this is the Battle of Aughrim.

IRELAND DIVIDED:

Although Major General John Churchill, Earl of Marlborough had taken both Cork and Kinsale, 'The Boyne' left Ireland divided with the two factions separated by the formidable River Shannon. Battlefield students should not be fooled by today's broad, smooth expanse of water, in the late seventeenth/ early eighteenth centuries the Shannon, like so many of Ireland's rivers, was not controlled by its system of locks and weirs and consequently was a fast-flowing, turbulent, treacherous obstacle. The only practical way across was via one of the bridges and they were guarded, especially the nine-arch main thoroughfare at Athlone.

Undeterred, the Williamite army tried several times to make inroads into Jacobite territory, but were thwarted on most occasions by the quick thinking and strategic understanding of Major General Patrick Sarsfield. Hoping to gain advantage from this respite, James II had his erstwhile army commander, the Earl of Tyrconnell return to 'advise' Sarsfield, and later, Louis XIV sent supplies and Marshal General Marquis de St. Ruth (sometimes Ruhe) to 'supervise' both of them. William too quit Ireland and left Lieutenant General Godard van Reede de Ginkel (sometimes Ginckel and later Earl of Athlone) in charge, whose appointment was hardly welcomed by Churchill, but who drew all his command together to form a field force of some 25,000 men to attack St. Ruth's 20,000.

Ginkel moved in early June 1691 and quickly took Ballymore, and then advanced to begin the assault on Athlone on 20th June. Wargamers will have no difficulty in recognizing St. Ruth's next move. He virtually gave up the east bank, apart from a few battalions as a delaying force, and withdrew into the town where his front was protected by the Shannon. The approaches to the bridge were covered with an earthwork at either end but St. Ruth had it blown once his east side garrison fell back before Ginkel's bombardment. The story of this siege is worth investigating but there is something in it for skirmish players too, as it contains a fascinating incident around the blown bridge. This would be a play brief involving one side advancing under fire to take a thinly held

redoubt, then going forward again onto the wrecked bridge with fascines to erect a makeshift defence work. Behind this barricade they are to fix planks over gaps in the masonry in order to bridge the raging torrent. Once the planks are in place they have to form an assault party which takes time. However, during this interval the defenders have to sortie, clear the barricade, tear up the planks and cast them into the Shannon. Question: do you take time to nail the planks together to make things difficult if under close range musket shot? Rules Note: how many men are needed and how long does it take to prise up a plank and throw it in a river? In the actual combat Ginkel's men got the fascines in place and the planks down, but the sortie too was successful; a sergeant and ten volunteers cleared the fascines and set about the planks but were all killed. A second party of a lieutenant and twenty men finished the job, but only two got back to their own defenses!

Later that week the planks got replaced and an assault went in over them, and surprisingly carried the day and the town.

SEEKING THE ENEMY

Once over the Shannon, Ginkel was able to operate against St. Ruth in the open field, but he found it difficult. Numerous armies in Ireland have got lost and wandered into a bog or roamed across empty hills - just look at Essex's campaign.

A mechanism for cavalry seeking the enemy is to use a pack of playing cards and combine 'hide and seek' with 'Battlemasters'. Divide the pack into its 4 suits and the umpire keeps spades and hearts while handing diamonds to one player and clubs to the other. The picture cards nominally represent three wings of the army while the rest are patrolling brigades of cavalry. BUT only allow each side a limited number of real patrol cards - say ace to 3, while 4 to 10 are dummies or vague forms in the mist. Both sides place all 13 cards on the table. The umpire shuffles his 2 suits and deals, a diamond means the heart player may move or a club means the spade player can. In their turn each moves as many of his cards as he wishes (scale distance according to table size). This may mean one player will move a lot faster than the other and represents

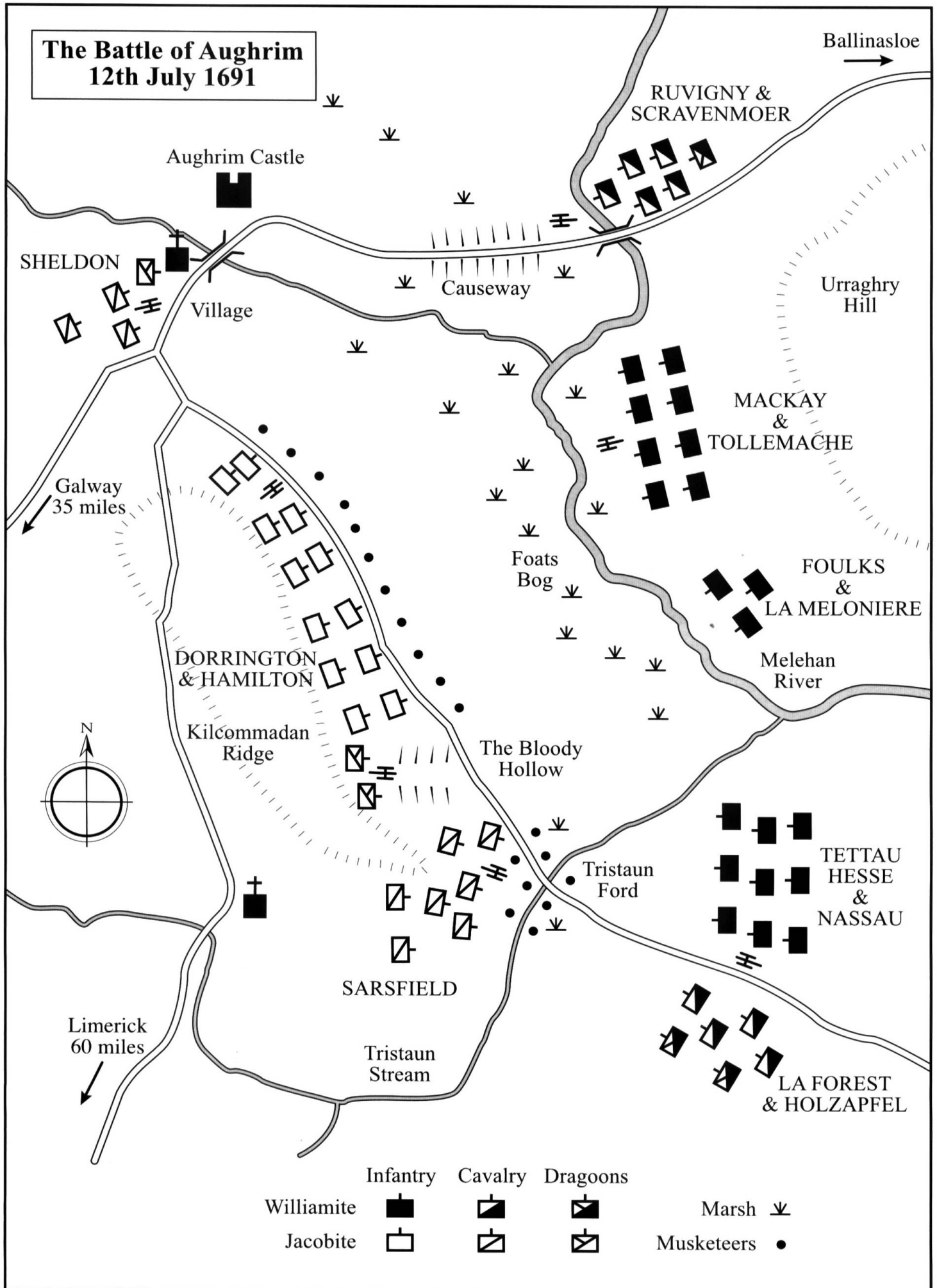
the luck or better organization involved in scouting. To spot something, player A has to move one of his cards into contact with one of his opponents. The umpire looks at both cards and calls player A out of the room - if a dummy has made contact he tells him nothing but if it is real patrol he tells him what he has found. If his is a real patrol, on re-entering player A may turn both cards up to indicate a skirmish is taking place but he may also move away having seen what he has seen and not revealing whether his was real or not. Yet be warned, skirmishing and revealing one of your opponent's picture cards may not always be the wisest course of action. It sounds a pretty complicated affair, but it's not, and it can enable one force to out manoeuvre another or even permit one army to slip past another totally unseen!

However, St Ruth was a European mainland general and decided to make a stand and offered battle, upon his chosen ground south west of Ballinasloe near the village of Aughrim. Ginkel advanced cautiously and halted at the River Suck (sic) near Ballinasloe on 11th July. The next day it was foggy and his men probed forward with his Danish horse making contact with St. Ruth's pickets in the early afternoon. Ginkel himself hurried forward and got onto the summit of Urraghry Hill almost due East of Aughrim. From his position he could see the lines of the Jacobite army arrayed before him.

THE TERRAIN

The battlefield is basically a wide valley, but the ground undulates and folds in a series of 'passes' which follow the courses of several tributaries that run into the River Melehan. The slopes are quite gentle but enough to feature on a table and give a fighting advantage, and being higher and dryer they had some fields with ditches and hedges especially around the village and castle of Aughrim and supposedly Kilcommadan Church. There was an open plain to the rear of Aughrim which was perfect for rallying and reordering Horse after a melee. The pattern of the water courses can be simplified into an italicized H set on its side, with the battle being fought from right to left. The wet was a major problem because in the centre the ground was very treacherous indeed. It was an expanse of marsh known as Foat's Bog. The map shows the problems facing Ginkel as everywhere he looked he realised his men had to get over a river or a stream, or negotiate a bog, either of which could prove as costly as the Boyne. He did have two road options: in the north the main

The Battle of Aughrim 12th July 1691





Irish Horse sweeps through the gap in the hedge. 15mm Williamite troops from the collection of Mike Hayward. Photography by Richard Ellis.

Ballinasloe-Galway and in the south the Aughrim-Laurencetown, and although both ran through bogs the northern option did have a causeway.

DEPLOYMENT

St. Ruth made a calculated gamble. He deployed all his men where Ginkel could see them and hoped natural caution would convince him there were more on the reverse slopes. He put Sheldon's mixed command on the left flank in Aughrim itself with some foot among its surrounding hedges and a battery covering its bridge, he pushed forward some dismounted dragoons as a skirmish line and garrisoned the castle with 200 musketeers. St Ruth's line then ran along the Laurencetown road across the eastern slopes of Attidernot and Kilcommaden Ridge. Here two divisions were drawn up in the usual manner of two formal lines; the first under Dorrington and the second under John Hamilton. They stood roughly along the line of the road with pikemen supporting musketeers and making use of hedges and stone walls where possible, but the front line had been thinned due to many of its musketeers being drawn out and arrayed in small groups making use of whatever cover or features they could find on the lower slopes. It was like a forerunner of a Napoleonic deployment. One source says the whole of the front line was put to this task, and although

this is unlikely, it must have been substantial number. This central Foot was supported by two batteries, one in the north to diagonally enfilade the causeway and another to cover a depression in the ridge now called Bloody Hollow. Apart from a gap because of the wettest part of Foat's Bog, the thick skirmish line ran south-east to where St. Ruth refused his right at the Tristaun Ford. This he did with Sarsfield's Division which was stronger than Sheldon's and included a fourth battery. The guns and dismounted dragoons covered the ford, again making the best use of hedges, ditches and walls as well as improvised breastworks, and all was supported by Horse. However, although the Jacobites had four batteries, they comprised of only nine guns between them.

By late afternoon, across the Melehan, Ginkel's army had marched into their prearranged deployment. The Horse deployed on both flanks; the right under Ruvigny and Scravenmoer around the Ballinasloe road, while the left on the Laurencetown Road were commanded by La Forest (sometimes found as La Force) and Eppinger. The right wing Foot was formed with MacKay's English in the front line and Tollemache's English and Ulster regiments in the second. The centre was composed of Ffoulkes' English and La Meloniere's French Huguenots, while the southern sector was similarly arrayed with von

Tettau's Huguenots and Danes in the first line and Nassau's Dutch and more Danish Foot in the second. Ginkel had eighteen guns arranged largely into three major batteries: one on the extreme right to bombard Aughrim, one in the centre and the third on the right to pound the Tristaun Ford.

Morale in both camps was high. Ginkel had given an inspiring speech at the head of the regiments and St. Ruth had ordered the Irish to leave their tents pitched for after the battle. Mass had been heard and all were ready. Should you have +1 on morale dice for Jacobite units having a priest present?

BATTLE BEGINS

Ginkel perceived a right shift of some troops in St. Ruth's deployment which may have been in answer to a preliminary thrust at Tristaun Ford by some Williamite dragoons. This may well have been some musketeers going down to strengthen the firepower as although not referred to in deployment sources they are mentioned in the fighting. This movement was enough to convince Mackay and then Ginkel that an attack on Aughrim itself might succeed; so an assault was ordered. The right centre English Foot attacked over the river. Naturally they got bogged down but made enough headway to get themselves into a cornfield and the hedges nearby. A determined counter-attack was launched and

O'Neill's Regiment thrust many of them back taking a gun as a trophy. They were reinforced by more of Mackey's and Tollemache's battalions from the second line, who tried to get across the Melehan just north of Foat's Bog and had the men wading waist-deep through the river and surrounding bog. They retook the hedges and began a steady grind forward. However, St. Ruth had a trick up his sleeve. He had ordered gaps to be cut in the east-west hedges to allow his left wing horse to attack and retire. The English would take a north-south hedge and try to reform and advance to the next, when they would be attacked by cavalry from the flank. This can be done by setting the table and then allowing the Jacobite general to remove hedges wherever he wishes. Meanwhile the Irish formal line would establish a defensive fire platform behind the next lateral hedge and get skirmishers into the flanking cover. Mackay's assault ground to a halt a second time. It was proving a very costly attempt.

STALEMATE

In the south the skirmish at the ford was reinforced and a full scale attack ensued, which eventually prevailed. This was due to Ginkel launching 5 regiments of Horse into the area of the ford. They were met by close range guns and then hit by Sarfield's cavalry regiments. It developed into the biggest cavalry action of the whole war. The Irish dragoons waded into the mud and fired at point blank into the flank of the struggling Williamite

Horse. More regiments were added to the melee until the Irish were forced to retire. However, they fell back only to their second line, leaving their opponents under renewed artillery and carbine fire. Gradually some Danish Foot was fed into the line and it fanned out to take the brunt of the shot and clear the hedges near the stream. These Danes had a difficult time against those packets of musketeers and dragoons making use of the network of hedges and ditches, but they gained a foothold thanks to surprise support on their right from a Hugeunot force led by Melionere. They had got across the southern end of Foat's Bog using stakes driven in as they went!

Now there's something you don't see in wargame, and just as I think this must have been a surprise to the waiting Irish, I am sure the Jacobite player would object if you tried it. If you set this one up tell your St. Ruth he has got a wide central marsh that is totally uncrossable, but tell your Ginkel it's a quarter-speed obstacle. You can justify this with the currently fashionable 'dodgy intelligence' gambit, but when the complaints come, I find it simplest to smile and just say "I lied."

Despite the initial success the attack at the Ford too had run into trouble. Irish resistance was formidable and the ground on the slopes was too open to risk an attack with Sarsfield's reformed cavalry waiting to pounce, while the ground around the ford was too wet to deploy their own supporting horse into an attack formation. Added to this St. Ruth had ridden to

a position overlooking the Ford and, believing it to be a weak link in his line, ordered Sheldon's horse from the left to switch flanks, thus making progress on this side even more difficult for von Tettau. Although they had partially got over the Melehan the two wings reached stalemate.

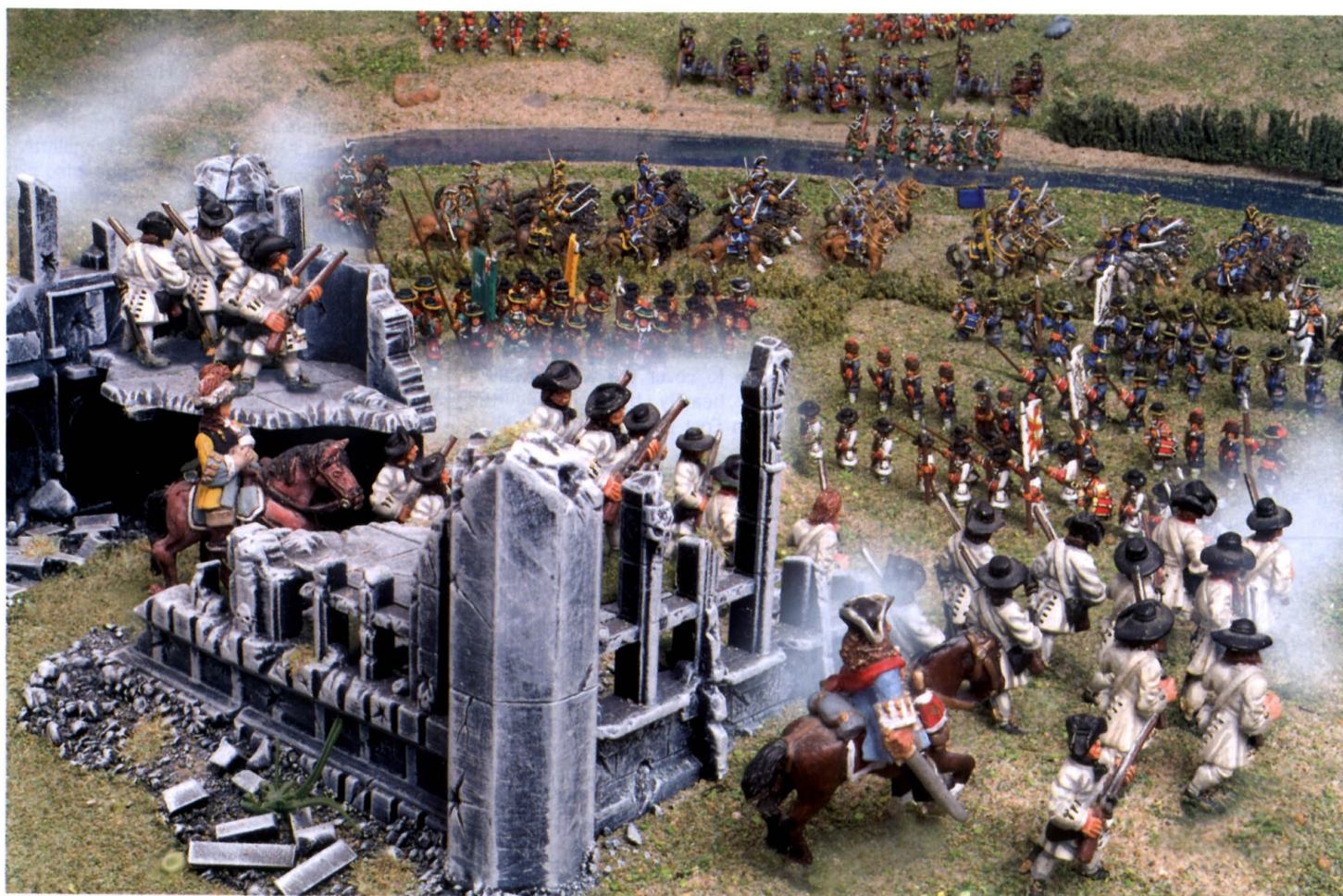
This grinding to a halt of attacks was a feature of many late seventeenth and early eighteenth century battles as the mindset of what cost to men and material took hold. Perhaps we ought to introduce this in our games with an enforced actions dependant upon casualty percentages. For example:

25% casualties = 1/2 speed forward
40% = no forward movement allowed
50% = support role only
60% = ruined, retire to safety

If one regiment gets plastered it stops and if a brigade is hammered it soon stalls. You may have to juggle with the numbers to suit your rules' casualty infliction rate but the idea is sound and one I pinched off Rob Turner of Bristol which he uses in his solo games to help ensure he cannot predict outcomes.

DECISIVE MOVE

As evening drew on Ginkel needed something decisive to break the line. He changed the direction of the attack of four of the northern English battalions. This time they were to go against the castle and Aughrim village itself. Kirke's and Gustavus Hamilton's crossed the causeway and attacked the castle



The defenders of the ruined Aughrim Castle (The Scene UK) await their fate. Photography by Richard Ellis.

and bottled them up stopping them from firing on the flank of Bellasis' and George Hamilton's regiments that went for the village. They pinned and occupied the defending regiments. However, the slackening of fire from Colonel Burke's men in the castle was also due to replenishment ball being too large for their muskets. Mackey's men couldn't get into the castle or among the buildings but they did manage to shut down the gaps in the hedges which had allowed the Irish Horse to wreak such havoc among the attacking foot. In the southern sector too they advanced. Not by the Ford but up the depression. Here the Irish were able to both shoot them down from the front with muskets and guns, and to enfilade the packed ranks from both flanks. This is when it earned the nickname 'Bloody Hollow'. It must have been a wargamer's dream of the perfect killing ground and your game mechanisms should allow it to be created and not allow your Ginkel to use 'helicopter appreciation' to avoid it. North of the bog Tollemache's second line also went over. They were initially repulsed but he rallied them and threw them back in with all the reserves the Williamite army could muster. Along its length the bog is said to have been red with blood and so thick with corpses that the men used them as stepping stones. It was a grim way of doing it but at last, the whole of the Foot was over the wet!

CAVALRY ATTACKS

It was now time to launch the Williamite Horse. Mackey went first leading the men in column of march down the causeway but this too halted when he was blown from his saddle by a passing roundshot. The Marquis Ruvigny took Mackay's place and, while the English Foot occupied the Jacobite defenders of the castle and village, he led the famous 'Oxford's Bluecoats' down the road, over the river and out to the left driving the pikeless Jacobite skirmish line before them. Other cavalry regiments followed.

Seeing this success the Foot resumed their attack and they began the steady fall on with the bayonet. All order appears to have been lost as the mass of men surged forward. If crossing the Melehan was grim then the fight for the slopes of Augrim was even grimmer. The troopers slashed with swords and the musketeers stabbed with bayonets, cutting their bloody way relentlessly through the

stubborn Irish defence. St. Ruth responded by ordering his left wing cavalry to attack where they could but he had switched the best of them to the right. Lutterell's dragoons broke and ran off although legend has it he had been bought off by Ginkel! St. Ruth moved Sheldon's again and amalgamating them with his reserves of horse up on the high ground of Attidermot, he lined them up to canter down the hillside and roll this attack back into the bog. To try and prevent it, the Williamite artillery was brought to bear on this mass of horsemen at long range. St. Ruth took command of the Lifeguard, but as they began to move forward down the slopes a ball took off the general's head. This had an immediate effect on the attack – it was as if they had to do morale check because the CinC was down. The second in command, de Tesse, held the Lifeguard and led the charge but the news of St. Ruth's death was beginning to spread, the cavalry attack lost its impetus and the line began giving way. De Tesse too was wounded. This is a -1 on every morale throw situation for the whole army! The fresh Williamite Horse drove forward into their rivals and bounced them. Everywhere in the northern sector the Foot fought their way forward; slowly but surely forward, every inch paid for in blood

COLLAPSE

The pressure proved too forceful and supposedly the knowledge that overall command had gone proved too much. I think the ferocity of the attack, lack of ammunition and tiredness must also have had something to do with it. No matter the cause, the Jacobite collapse began around Aughrim and spread southwards down the line. Any remaining units of northern cavalry wing and the reserve fled and while the central foot stood and fought bravely for a while, they could do little. In one incident the Irish Guards (The Royal Regiment) actually leapt over their own chevaux-de-frise to get at their enemy. However, St. Ruth, although strangely beloved by the commonality, was unpopular with his staff, he had apparently not shared his plans even with de Tesse, and the high command had no idea what to do to save the day. The dragoons at the Tristaun Ford pulled off and Sarsfield's horse could only hope to cover the withdrawal. It began to rain heavily thus making the beleaguered Irish Foot even more defenseless

as their powder got wet and turned to black porridge in their pans. They broke and were pursued by Ginkel's jubilant troopers well into the night. Williamite losses were recorded at 2,000 while Jacobite losses were estimated at about 4,000 and their army was all but destroyed.

Ginkel pressed on to Galway which capitulated on 24th July. They then turned on Limerick which surrendered in early October and a peace treaty was negotiated and signed. The Boyne may have seen the last of James II, but it was at Aughrim that the Jacobite/Catholic Cause in Ireland was defeated.

BATTLE ORDER:

WILLIAM III'S ARMY OF IRELAND

C in C. Lieutenant General Ginkel

2 i/c General the Duke of Wurtemberg

FIRST LINE: (from right to left)

Major General Scrammoer

Brigadier Villiers

Leveson's Dragoons

Wynne's Dragoons (part)

Earl of Oxford's Horse

Anne of Denmark's Horse

Villiers' Horse

Major General Mackay

Brigadier Bellasis

Hamilton's Foot (Gustavus)

Herbert's Foot

Hamilton's Foot (George)

Ffoulkes' Foot

Bellasis' Foot

Brewer's Foot

Major General von Tettau

Brigadier de la Meloniere

De la Meloniere's Foot

Du Cambron's Foot

Belcastel's Foot

Graben's Dutch Foot

Jylland Danish Foot

Prints Georg's Danish Foot

Prints Frederik's Danish Foot

Major General La Forest

Brigadier Eppinger

La Forest's Dutch Horse

Boncour's Dutch Horse

Montpouillan's Dutch Horse

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Donep's Dutch Horse
Scheded's Dutch Horse
Eppinger's Dragoons (part)
Lord Portland's Dutch Horse

SECOND LINE: (from right to left)

Major General Ruvigny
Brigadier Leveson
Conyngham's Dragoons
Wynne's Dragoons (part)
Lanier's Horse
Wolsley's Irish Horse
Byerley's Irish Horse

Major General Talmach
Brigadier Steuart
Steuart's Foot
Erle's Foot
Tiffin's Foot
Creighton's Foot
St. John's Foot
Lisburne's Foot*
Earl of Meath's Foot

Major General Nassau-Ottweiler
Brigadier Prince of Hesse
Nassau-Ottweiler's Dutch Foot
Prince George's Foot
Lord Cutt's Foot
Funen Danish Foot
Zealand Danish Foot
Prints Christian's Danish Foot

Major General Holtzappel
Brigadier Schack
Schack's Dutch Horse
Nieuwenhuy's Dutch Horse
Nassau Zuylenstein Dutch Horse
Riedesel's Dutch Horse
Ginkel's Dutch Horse
Eppinger's Dragoons (part)

Artillery: 18 guns Dutch and English grouped in pairs and allocated into three batteries.
On detachment and missing from the battle:
Lloyd's Foot

* Lisburne's appear in the lists but are now thought to have been with the baggage at Ballinasloe along with two other unspecified foreign regiments which will also be listed above.

If we allow 300 per Horse regiment and 550 for each Foot unit then we have a force of about 6,000 cavalry and 15,400 infantry. Deducting about 2,000 for detachments and baggage guards but adding the ordnance and the supernumeraries we arrive at an estimated army strength of 20,000.

Information on the Jacobite Order of Battle is difficult to trace. The list below is what is actually known about it but it is in no way near complete. We can make informed speculations about which regiments were present, but have no idea of their allocation in the line; that work has yet to be done.

JAMES II'S ARMY OF IRELAND
C in C. Marshal General St. Ruth
2 i/c Lieutenant General de Tesse

LEFT WING: (from right to left)
Major General Sheldon (Dominic)
Brigadier Sheldon (Henry)
4 Horse, 5 Dragoon, 3 Foot,
& 2 guns inc:

Sheldon's Horse
Lutterell's Dragoons
Burke's Foot

FRONT LINE

Major General Dorrington
Brigadier

SECOND LINE

Major General Hamilton
Brigadier

RIGHT WING

Major General Sarsfield
Brigadier
Sarsfield's

THE RESERVE

1 Horse:
Gamoy's Horse

REGIMENTS PROBABLY AT AUGHRIM

Foot:

The Royal Regiment
Lord Antrim's
Lord Bellew's
Clanricard's
Creagh's
Dillon's
Galway's
Gormansdown's
Hamilton's
Lord Louth's
MacMahon's (Art)
MacMahon's (Hugh)
McGillicuddy's
Nugent's
O'Neill's
The Grand Prior's Regiment
Lord Slane's
Lord Westmeath's

Horse:

Abercorn's*
Lutterell's
Merrion's
Parker's
Purcell's
Sutherland's
Westmeath's

Dragoons:

Carroll's*
Clare's
Clifford's*
Dongan's
Lutterell's
MacMahon's (Henry)
O'Neill's*
Reilly's

*These units had been with Sarsfield on detachment and may probably have been in his command at Aughrim.

The estimated breakdown for James army before the Boyne is given as 5,000 Horse, 4,000 Dragoons and 29,000 Foot, giving a total of about 38,000. Losses at the Boyne had been in the region of 2,000 and the surviving 6,500 French Troops had gone home while other small regiments had been broken up and amalgamated or disbanded. There were also substantial contingents in Limerick. One estimate for the Jacobite army at Aughrim stands at 2,500 Horse, 3,500 Dragoons and 35 battalions numbering between 13,000 and 15,000 Foot.

Regrettably uniform details for the various

national contingents of the Williamite army would fill several pages and so very little is known so far about those worn by the Irish regiments. The scant information we do have is tabled below:

Unit	Coat	Lining
The Royal Regiment	Red	Blue
Earl of Antrim's	White	Red
Lord Bellew's	Red	Tawny Orange
Gordon O'Neill's	Red	White faced Red
Lord Louth's	White	Filamot (nut red-brown/ dead leaf)

Details of those colours carried by a few of the Foot units can be found in *The Irish Book of Flags*, or drawn and described in Alan Sapherson's booklet.

WARGAMING AUGHRIM

This is a classic army linear game that soon breaks down into brigade level struggles as the terrain isolates various actions. This can mean that you don't have to try and fight all the battle but can concentrate upon one of its constituent elements. Try these:

1. The Cavalry struggle for the Ford – try establishing a bridgehead against other Horse and Dragoons in prepared positions.
2. The Infantry attack through river and bog and up a slope covered with musketeers lining hedges and ditches.
3. The screening of the castle and village to allow a considerable force of cavalry to get past unmolested.
4. Springing the trap with the gaps in the hedges or the killing field at Bloody Hollow.

Rules for your 'skirmish line' need some thought to prevent it turning into a Napoleonic scrap, and you need to make your Jacobite Horse better than average; yet be careful not to make your artillery too powerful or too mobile. This 1691 game may show many of the characteristics of a later age but the guns should still be rather for effect than for damage. But what an effect they had – well, the one that killed St. Ruth anyway!

POSTSCRIPT

This article is a wargamer's personal interpretation of the Battle of Aughrim. It is much simplified with a lot of the battle story deliberately omitted in favour of making wargaming comments. However, it was written from research done for the forthcoming Battlefields Trust's Conference and Battlefield Tour in 2005. Like most researched work, it is drawn from many primary and secondary sources but if that sort of thing is not to your taste then you can get a detailed story and a good appreciation of events from:

The Williamite War in Ireland, William Doherty, Four Courts Press 1998.

The Boyne and Aughrim – The War of the Two Kings, John Kinross, Windrush 1997.

William III at War, Scotland & Ireland, Alan Sapherson, Raider 1987.

If anyone has a general interested in Irish battles and battlefields, I thoroughly recommend *A Terrible Beauty*, by Martin Marix Evans, with excellent photographs by David Lyons and published by Gill and Macmillan, who do a 20% online purchase discount.

Contact them on www.gillmacmillan.ie





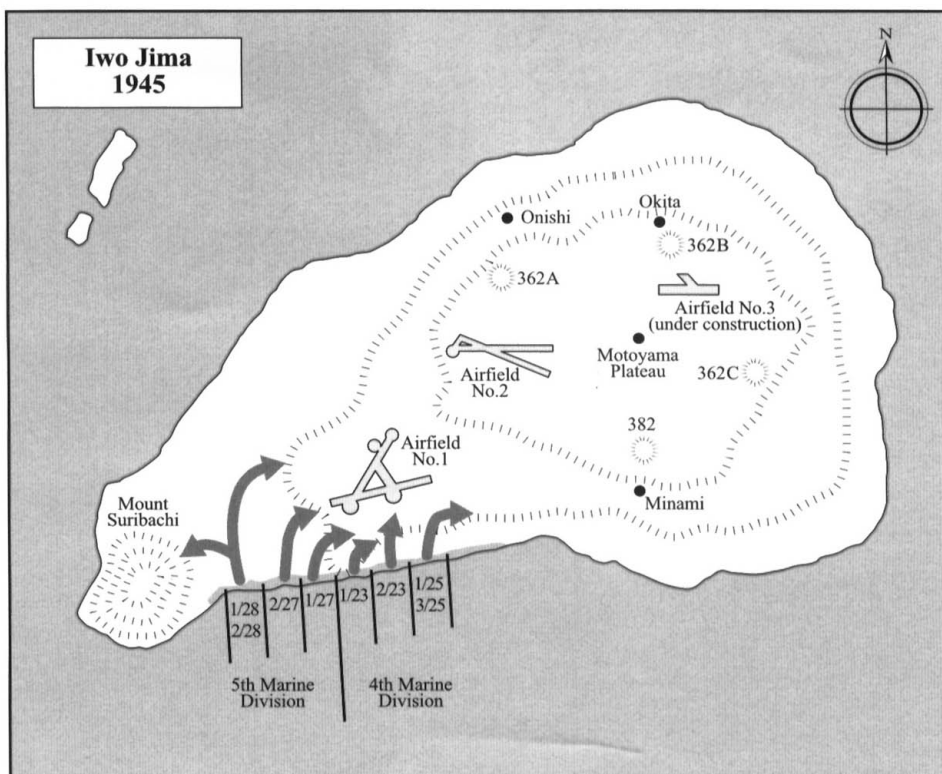
IWO JIMA

An alternative scenario

by Stephen Maggs

On the 19th February 1945, 'Operation Detachment', the American code name for the assault of Iwo Jima, got under way. The costly battle for the island was different from the engagements the US Marines had thus far taken part in, for at Iwo Jima the Japanese commander, Tadamichi Kuribayashi, changed tactics and refused to lead his men in a costly 'meet them on the beaches' action. Instead, Kuribayashi ordered his men into bunkers and told them to fight for every tunnel and trench, and not to show themselves. As it turned out his tactics would pay off, though very few of them would live to know this. For the first time in the war the Americans suffered more casualties than they inflicted.

As an alternative scenario, what would have happened had the Japanese mounted a counter-attack at Iwo Jima? This, then, is a wargames scenario that could be enacted to



see what effect a counter-strike would have had during the battle. The attack was not going to be just a Banzai style assault, this assault would be well co-ordinated with the Japanese concentrating all of their available armour, some 27 tanks, and well sighted artillery. The assault would be launched when the Americans were at a vulnerable point in their

invasion, namely as the 1st and 2nd Battalions of the 28th Marines split their assault targets. But firstly a brief look at how and why the US Marines came to land on Iwo Jima.

By 1944 the Japanese High Command had begun to realise that the war was going against them. Their top commander, General Hideki Tojo, who had so triumphantly led

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Japan into conflict with the United States, shamefully resigned. Japan was suffering greatly from the American submarine offensive, much of their raw materials with which to wage war was now lying at the bottom of the ocean.

In July of 1944, the Marianas fell and mainland Japan itself began to feel the effects of the US B-29 bomber raids. The relentless American advance soon swept over the Moluccas and Palau Islands forcing the Japanese to relinquish further territory. But things were not all going the way the allies had planned for, although their bombers could strike at mainland Japan (the B-29 had a range of 7,000 miles and could deliver a payload of 2,000lb), they were having to make the journey unescorted, and losses to Japanese fighters were getting serious.

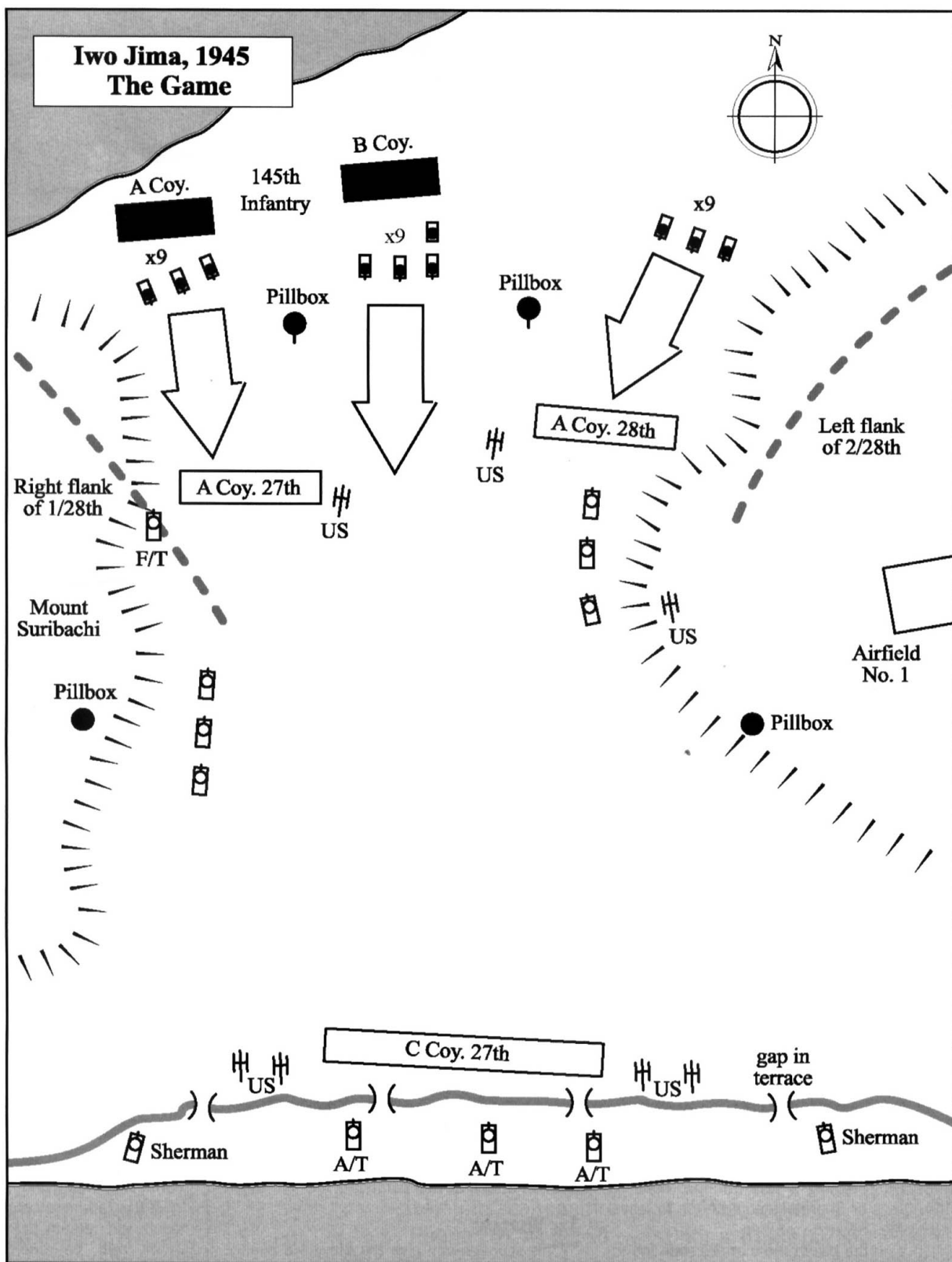
The tiny island of Iwo Jima (some 660 nautical miles south of Tokyo and measuring less than five miles by two and a half miles) would prove a thorn in the Americans' side, for it had two airfields from which Japanese fighters could pose a danger to the B-29s. As a result the bombers had to make a wide sweep of the area, complicating navigation, increasing fuel consumption and thereby reducing the payload each bomber could carry. Also on the island, Japanese radar frequently spotted bomber formations and were able to alert units of impending bombing raids.

Despite the US Bomber Command's troubles, the war continued unabated and, in October, Leyte Gulf was attacked and secured, fulfilling MacArthur's promise to the Philippine people that he would return. By January 1945 Luzon was invaded and captured. By March, Japanese forces had been all but pushed out of

the Philippines and as a result Admiral Nimitz was given the green light to take Iwo Jima, which would in turn eliminate Japanese radar positions on the island and provide an airstrip for the B29 bombers. An airstrip so close to the Japanese mainland meant that bombers could be escorted by fighters, thereby considerably reducing the casualties suffered during unescorted raids.

The Japanese high command well knew the importance of holding Iwo Jima and so installed General Tadamichi Kuribayashi, a professional soldier, to organise its defence. Kuribayashi would have at his disposal men

from the 109th Division, comprising of the 2nd Mixed Brigade (formed from a number of independent infantry battalions) and the 145th Infantry Regiment (initially commanded by Major General Kotoo Osuga, who being ill was relieved of his command and replaced with Major General Sadasue Senda). Supporting the infantry were part of the 26th Tank Regiment, comprising 27 tanks, 361 artillery pieces, 65 mortars, 100 large-calibre anti-aircraft guns, 33 large naval guns and an engineer battalion. American intelligence put Japanese strength at some 14,000 - in reality, however, there were over 21,000 (7,000 were naval personnel





Iwo Jima. Skytrex figures and equipment. Airfix Japanese tanks from Martin Johncock's Collection. K&M Trees. Photography by Richard Ellis.

under Rear-Admiral Toshinosuke Ichimaru).

At 8.30am on the morning of the 19th February 1945, after a massive barrage from the warships North Carolina and the Washington, supported by other smaller craft, the US 4th and 5th Marine Divisions left their landing craft and landed on Iwo Jima initially meeting little opposition (the Japanese, under Kuribayashi's orders, remaining in their underground bunkers and tunnels).

In support of the marines were the Amtracs (armoured amphibious tractors) that would give covering fire with their 37mm or 75mm mounted gun. Bulldozers, too, were sent in the initial wave for, lining the entrances to the beaches, was a high terrace. Without the dozers punching a way through, none of the Amtracs or Shermans could hope to leave the beaches.

Once on the beach the marines soon found themselves ankle-deep in volcanic ash (from the live but not active volcano, Mount Suribachi). The struggling troops, slowed down almost to a crawl, soon became easy targets for snipers and machine gunners hidden within their bunkers. The Amtracs, too, found the going increasingly difficult, many requiring the dozers to pull them out of the ash. The push off the beach would be considerably slowed down and casualties soon mounted.

By 9.30am the marines had become pinned down on the beaches, many casualties lay strewn about the landing zone, almost all falling victim to the mass of hidden bunkers covering the approaches to the beach. By

nightfall, however, over 30,000 marines had managed to get a foothold on the narrow strip of beach. The cost, though, was terrible for on that first day 2,420 casualties were recorded.

The following day (20th) the American assault continued. Mount Suribachi became the marines prime objective, for its capture would deny the Japanese uninterrupted field of fire. Pressing forward, the 1/28th moved south-west, clearing the Japanese bunkers at the base of the Suribachi, whilst the 2/28th swung eastwards (in support of the 2/27th) to assault the Japanese holding airfield one...

It is here we shall leave factual events and attempt to portray what might have happened had the Japanese mounted a small scale counter-attack at this point.

THE WARGAME

This scenario will give the players a chance to wargame an action on Iwo Jima on a one to one scale as only a small section of the landing is portrayed. It should give two to three hours play, perfect for an evening's battle.

The Japanese, knowing the beaches to the south of the island were the only real option for the Americans to make a landing, have hidden all their available armour directly opposite the beach on the north-western end of the island. The armour is hidden in shallow ditches covered over by netting, corrugated iron sheeting and covered in a layer of volcanic ash. American aerial reconnaissance has failed to spot them (which is just as well for if they had been spotted they would have been subjected

to a massive air and sea bombardment, with the result, no wargame!).

The Japanese have also been able to place a number of artillery guns in position with which to cover their armoured assault. Two complete rifle companies, all that can be spared for the attack, will support the tanks. Thankfully for the Japanese player, the American off-shore batteries will not be able to support the marines due to the suddenness of the attack and the closeness of the two forces.

The American forces, initially two marine companies, two columns of tanks and two artillery pieces, must either hold their ground or fall back fighting to the beaches before being reinforced by a third company of marines, Amtracs and artillery.

If the Japanese can close within 12" of the beach and remain there for three moves the attack will be deemed a success. The Americans will suspend their attacks on Suribachi and Airfield One and withdraw back to the beach to deal with this threat. The Japanese will almost certainly be destroyed soon afterwards or at the very least be driven off. Nevertheless, they will have brought about a minor victory for the Emperor. Iwo Jima's fall will not be as swift as the Americans had hoped for.

JAPANESE FORCES INFANTRY

By 1945 the Japanese rifle company consisted of 205 men. Two companies, form the 145th Infantry Regiment, under Major

General Senda, will take part in this action. Depending on your chosen rules, the ration for this engagement will be one figure being equal to one man. (My chosen set of rules, Wargame Research Group, 1925-1950 have four infantry figures based on a single stand, so a Japanese rifle company will have 51 stands.)

HEAVY WEAPON SUPPORT

3 x Heavy Machine Guns 2 x Flame Throwers
2 x Heavy Mortars 40 x Riflemen
3 x 57mm Field Guns 2 x 75mm Field Guns
1 x 105mm Field Gun 1 x Command stand

ARMoured SUPPORT

There were 27 tanks available to the Japanese forces on Iwo Jima, these being from the 26th Tank Regiment. Most of the Japanese tanks were of the 95 Light Type. The Type 95 was said to have been one of the best Japanese tanks during World War Two. It was just over 13ft long by almost 7ft wide and had a crew of three. It could travel at a speed of 25mph. Its armour was 6mm thick (turret 14mm) and carried a 37mm gun as its main armament (also had two 7.7mm machine guns). A suggested organisation for the make of tank types for this attack might be as follows.

12 x Type 95s HA-GO (37mm)
8 x Type 97s CHI-HA (57mm)
2 x Type 97s CHI-HA SHINHOTO (57mm)
2 x Type 90 HO-NI (75mm SPG)
2 x Type 96 (37mm)

1 x Type 35 HO-RO (90mm SPG)
1 x Armoured Car (command car)

AMERICAN FORCES

The drive inland, though costly, had by the evening of the 20th seen the Marines consolidating their positions for their eventual attack the next day on Suribachi and Airfield One. When the morning of the 21st had broken, the 1/28th moved forward and attempted to clear the base of the volcano of its deadly bunker complexes.

Meanwhile the 2/28th crawled their way forward, aided by 2/27th, towards Airfield One where Japanese bunkers also bogged down the advance.

American recon teams had failed to spot the hidden Japanese armour to the north of the two battalions and as a result only two companies (A company of the 27th and A company of the 28th, for gaming purposes, under Lieutenant H G Schrier) were in position to meet the new threat. Fortunately for the Americans, two columns of tanks, being sent forward to reinforce the 1/28th and 2/28th, will be able to aid the Colonel's troops.

Back on the beach, men of C company of the 27th have pushed forward to take up defensive positions along the terrace wall. Four artillery positions have been scraped out with the guns primed and ready. When the alarm of the Japanese assault is sounded, the Shermans and Amtracs on the beach will hold their ground and aid the defence of the beach. Due to closeness of friendly troops to the Japanese the American player will not be able to call in off board fire.

MARINES

A Company of the 1/28th 150 figures
A Company of the 2/28th 150 figures
C Company of the 2/27th 150 figures

HEAVY WEAPONS SUPPORT

3 x Heavy Machine Guns 2 x Mortars
2 x Flamethrowers 2 x Bazookas

ARTILLERY


2 x 75mm field pieces 4 x 105mm field piece
32 x Infantry Figures 1 x Command group

ARMOUR

3 x Light M24 Tanks (Chaffee) 75mm gun
1 x Sherman Flamethrower Tank 75mm gun
5 x Medium M4A3 Tanks (Sherman) 75mm gun
3 x Amtracs (Amphibious Tractor) 37mm gun


FIGURES

There are numerous manufacturers who can supply figures for the Pacific conflict and many gamers will undoubtedly already have what they need. However, for those who are, like myself, just branching out into this conflict, I can wholly recommend the Miniature Figurines Limited range of WWII 12mm figures. Their range includes the famous 'Amtracs', different tank, artillery, trucks, troop types and infantry support weapons. Included in their 12mm range are aircraft, both US and Japanese fighters (check availability of Japs) which come complete with flight bases. Their website is miniaturefigurines.co.uk



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THE YELLOWSTONE SURVEYS OF 1871-73

Part 4: Custer and Wargaming the Events of 1873

by Robin G Thompson of Lancaster Wargames Clubs

INTRODUCTION:

In this, the final article in this series, a briefing for the complex character of George Armstrong Custer is provided. There are also suggestions for wargaming the events of 1873, including detailed information on the composition of units which is useful for the whole 1871-73 series of campaigns. Finally, there are some ideas about figures, rules and references. I confess that I undertook the writing of the Custer briefing with some trepidation. After all, his character and abilities continue to polarise opinion. What I do believe is that an examination of his career, and the knowledge which he had, to some extent helps historians and wargamers understand the nature of the U.S. Army, and its operations against Indians, in the late 1800's. It is however necessary to realise that Custer was an exceptional, and thus an atypical officer, in some (but not all) respects. Another reason for giving this long briefing is so that it could be used, with modification, for other campaigns in which Custer took part.

BRIEFING FOR: LIEUTENANT COLONEL GEORGE ARMSTRONG CUSTER "SON OF THE MORNING STAR"

About Yourself:

You began your army career badly. At West Point you graduated 34th out of a class of 34 cadets. Not only this – but with a staggering 726 demerits or black marks. Amongst other things you were cited for were: Throwing bread at dinner (17th March 1859), Late at parade (several times); Long hair at inspection (several times); Throwing snowballs near barracks (twice); Wall defaced with pencil marks (February 17th 1860); Unauthorised ornament on coat (June 15th 1861). You graduated bottom (34th) of your West Point Class, though as you repeatedly point out, of the 68 admitted to start the course you at least actually did graduate! You received meteoric promotion during the Civil War, even allowing for more rapid wartime promotion due to commander casualties. You became a Brigadier General in 1863 at the age of 23, and executed numerous wild charges which rarely failed, though you did get into some tight spots as a result. You fought at Bull Run (cited for bravery in your first action), Gettysburg, Cedarville, Winchester, Trevallian Station, Yellow Tavern, and Sailors Creek amongst other battles. Your friends regard you as brave, gallant and energetic; your promotion owed something to these qualities, though as an anonymous officer said in an 1876 New York Herald article:

"He was a pet soldier ... who had risen higher than men of equal merit. He fought with Phil Sheridan, and through the patronage of Sheridan rose; but while Sheridan liked his valour and dash he never trusted his judgement. He was to Sheridan

what Murat was to Napoleon."

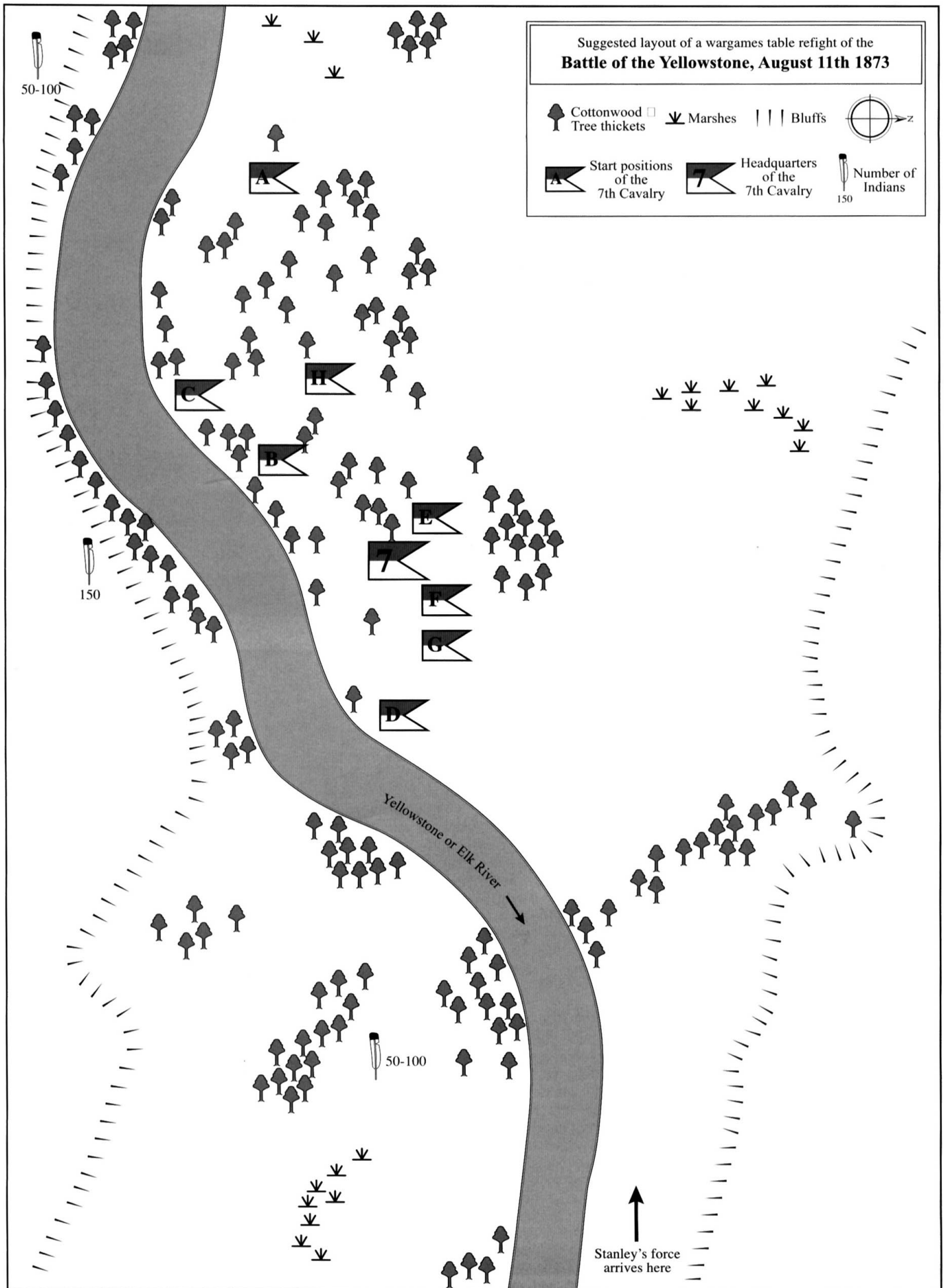
After a brief period spent in Texas, enforcing 'reconstruction' in the defeated south, You lost your Brevet Brigadier General of volunteers rank with its \$8,000 per year pay and had to settle for a captaincy in the regular, tiny, post Civil War army with a pay cheque of only \$2,000. During your time in Texas you met and clashed with many future officers of the yet to be formed 7th Cavalry including Lt. Col. Sturgis (now Colonel of the 7th in which you are Lt. Col.) and Captain Benteen. You also gained a reputation for 'excessive' discipline and for driving soldiers too hard on the march. The men learned to fear you, christening you 'Iron Butt' as you spend so long in the saddle, riding with them on a long days march and then in the evening often setting off again to scout ahead or to hunt game with your dogs. Even the Indians recognise that you do not give up on your quarry easily, whether this is Buffalo, Antelope or themselves; they call you 'Hard Backsides' (as well as 'Long Hair').

At something of a loose end in late 1865, you were recruited by Mexican leaders Benito Juarez and Poriforo Diaz to raise, train and command an elite cavalry force to fight for the Mexican Republic in the ongoing struggle against the French and Imperialists. You wanted to go, but not at the expense of your U.S. Army career; and when the Army refused to grant a years unpaid leave, you gave up the idea. Fortune smiled on you in July 1866 when you were promoted to Lieutenant Colonel in the newly created 7th Cavalry Regiment.

THE 7TH CAVALRY REGIMENT

Although in theory you were to be second in command of the 7th, in practice you

command it, as Colonel Sturgis is almost always absent on detached duty. This situation is common in the U.S. Army at the moment which, due to the penny-pinching attitude of the Congress, has far too few officers to get everything done. In this sort of situation, a man of seemingly tireless physical and mental energy, like yourself is at a premium. As well as an officer shortage, there is also in one sense, something of a man shortage in all the white regiments, and in the 7th Cavalry in particular. Although before each campaign regiments are brought up to strength by drafts; when out on the frontier the losses are massive. These are not deaths caused by Indian fighting or even by disease; the men simply leave the unit when something better comes along. In other words they desert. They desert in unbelievable numbers. Between October 1st 1866 and October 1st 1867 more than 500 men of the 7th Cavalry deserted out of a theoretical maximum total strength of 1202 enlisted men. This represented a 52% turnover of actual manpower; though admittedly this was the worst year. Of your present men about 20 to 35% of each company are raw recruits. In 1867 fully one third of the entire U.S. Army on the frontier voted with their feet against: the pay (13 dollars a month); the food (you recently sent back some six-year-old Civil War bread rations which were issued to your troops and had to send out hunting parties to obtain meat); the mosquito and bed bug infested accommodation (build your own is the prevailing situation); the plains weather (floods, blizzards, 40 degree frosts, burning summer heat, droughts, tornadoes); the discipline (floggings and other brutal punishments); the hard physical labour; and the intense boredom of the life on an U.S. Army post in the remote plains. The effect of this is that few of the soldiers have seen long service and many are unfamiliar with their weapons and mounts. In addition, some speak few words of English as less than 50% were born in the USA. As fighting men they are really only average at best in terms of training, fieldcraft, horsemanship and marksmanship. In theory each man receives 90 rounds a year for target practice but this amount of practice is unheard of, as ammunition is hoarded by commanders 'for a rainy day' – or even sold. Some company





Battle of the Yellowstone. Photography by Richard Ellis

level officers buy ammunition out of their own pockets in order for their men to practice shooting. The higher rates of desertion in the 7th Cavalry than in most of the other white regiments can be attributed to your reputation amongst the men for the reasons outlined above. Clearly a 'soft' commander is no use but it has certainly been argued by your critics that you are sometimes too severe and expect more from the men than they are capable of.

As has been alluded to earlier, you do not have a good relationship with some of the other officers in the regiment. Essentially the officers are divided into 'pro' and 'anti' Custer camps. The 'pro' camp contains two of your relations; your brother in law, Lt James Calhoun and your brother Tom Custer. The "anti" camp contains, amongst others, the most senior officers below you: Major Marcus A. Reno. Fortunately at the moment he is far to the north commanding two companies independently.

YOUR OBJECTIVES

There is no doubt that you crave fame "...to link my name not only to the present but to future generations:" but this is by no means unusual in the army in this period. In fact it is the only way to obtain accelerated promotion to the rank of General Officer. All other promotion is by seniority, but to this

rank promotion is by results. You are on the campaign looking for a big battle against a big Indian force to bring a big victory to restore your somewhat tarnished reputation. A career in politics appeals to you, and you need to re-insert yourself into the public eye with a stunning victory. You were most frustrated after searching the Kansas Plains all summer during 1867 to only be able to cause two Indian casualties; meanwhile some 200 white civilians had been killed by Indians. Whatever else happens in this campaign, the Indians, once found, MUST NOT escape!

RECENT TROUBLES

Doubts about your suitability to command came into the public domain in the late 1860s after a number of incidents. In the 1867 campaign in Nebraska you had your camp attacked by Sioux and Cheyenne warriors under Pawnee Killer. You also had your wagon train attacked and a platoon of your soldiers decoyed into an ambush on this campaign. Your critics said that you knew nothing about Indian fighting. During Sheridan's 1868-9 campaign against the Southern Cheyenne, you were also heavily involved. The peak of this campaign was the battle of The Washita where you divided the regiment and attacked from three sides at once. This tactic was not as silly as it sounds,

since it confused the Indians who were usually unable to get organised at even the best of times. Doubts about your conduct were not about this tactic, which almost all the Indian fighting army commanders used, but about the following:

1. Your lack of reconnaissance – you had in fact struck one village in a chain of villages; several others were, unknown to you, nearby and provided assistance to the Indians who had been attacked.
2. Your alleged 'abandonment' of Major Joel Elliott and 18 troopers at the battle (they were later found dead).
3. Your orders to a detachment sent out to search for deserters to bring them back dead. Captain Benteen testified against you about this.
4. Your abandonment of your duties, going A.W.O.L, taking 100 troopers in tow at a truly horse killing pace in order to check that your wife was safe. For the last two offences, you were arrested, court-martialled and suspended from duty for 1 year without pay in 1867. Even then you managed to get Sheridan to wangle you a reprieve so that you could command the 7th in the 1868-9 campaign. In the case of point 1. your reconnaissance was slight, but any extra scouting might well have alerted the Indians, who might then have escaped. This happens all too often in fact. Elliot was a most reckless

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Battle of the Yellowstone. 25mm Redoubt figures painted by Matt Slade. Photography by Richard Ellis

officer, in that he just took off down river with a tiny group of men, and such was the confusion that at first he was not missed. By the time he was missed the arrival of large numbers of Indians from the other camps nearby made it too dangerous to go looking for him. You had a fairly quiet time in 1871-2 as the regiment was once again scattered around the frontier in small detachments, and on the whole things were more peaceful. This, however, gave you little chance to seek promotion.

YOUR VIEW OF THE CURRENT CAMPAIGN

The events of last year suggest that there might be considerable hostile Indian activity when you take your regiment into the field to escort railroad surveyors along the banks of the Yellowstone River. Thus there is scope for promotion, hopefully. Unfortunately you are to serve under the command of another officer. Even more unfortunately that old, fat, duffer General Stanley does not recognise your talents. It really is too bad that he out-ranks you. He seems paranoid about Indians, and always takes ages to order any offensive action. Whenever you get a chance to find some Indians with the Glorious Seventh Cavalry, then you must take it.

SUGGESTIONS FOR WARGAMING THE ACTION OF THE 4TH OF AUGUST

Clearly there is quite a lot of scope for a mini campaign or a series of little skirmishes as well as this 'set piece' – an Indian ambush; something which is a staple of Western films but something which was actually quite rare in terms of Indian attacks on largish Army forces. The ambush stratagem, used on the 4th of August, was one which often worked quite well when there were only a small group of warriors for a leader to control. The problem was, when there were a hundred or more Indians waiting, the temptation to be the first off the mark, and thus have a good chance of counting the first coup on the enemy, was frequently too strong, so that the ambush position was often disclosed prematurely; rather like a false start in an athletics sprint event. Thus once one Indian broke from cover, all the others soon did so too. This needs to be taken account of in the rules for the ambush engagement.

In the previous article of this series a map was included showing the layout of a possible wargames table for the ambush. This map is not historically definitive, since descriptions of the terrain are rather vague. What the map shows is representative terrain for the area of the Yellowstone valley. Use the map in conjunction with the following arrangements:

1. Firstly, consider the Indian bands in the ambush position to be on a special order: an 'Ambush' order. This is essentially like being on a Watch order in the 'Yellow Ribbon' rules, except the Indians do not move i.e. they do not maintain a fixed distance from any advancing or retiring army units. They only move once they are activated off the Ambush/Watch order by rolling against their medicine in the normal manner.
2. Secondly, that all the Indian groups in the ambush position start on the same medicine level so that when the trap is

sprung, all the groups can actually break cover at once. My argument for doing this is that the Indians in the ambush position had already decided that they would fight en masse, and so there is no reason for some of them to be stuck on a Watch order once the trap has been sprung.

3. The Indian player should be allowed to set the common medicine level for all the bands of Indians in the ambush position. This gives the player an interesting choice. The player may decide to set a low medicine level, to ensure that the bands will be easy to activate when he opts to try to do so in order to spring the ambush. This will not give the bands much staying power in the action though. On the other hand, he might opt for a higher medicine level, which will mean the Indians can absorb more punishment before going home, but in this case he may find it difficult to actually activate them when he wishes to.
4. The game organiser must ask the Indian player how close the Army troops would be, ideally, from the Indian point of view, when the trap is sprung. Each turn that any army troops are within 30 cm or inches from that chosen spot, each Indian band must roll above 3 on a D6 in order to remain in position. Notice that the more groups that there are the more likely it is that the trap will be sprung prematurely.
5. The Indian player can opt to begin rolling to activate all the bands only when the Army unit has reached the point which was selected to be the point where the ambush would ideally be triggered.
6. Throughout the game the Army side should of course be kept guessing as to the number of 'other' Indians which might be hiding in cover.

WARGAMING THE ACTION OF THE 11TH OF AUGUST

To set the wargames table alight with blood curdling yells, set up Custer's force of eight companies in camp or preparing camp, watering horses etc. on one side of the river where shown on the map. Have an initial force of 150 Indians (30 figures) concealed in the trees on the far bank of the river. Divide this contingent of Indian figures into three groups (bands) of unequal size. The river should be at least 30 cm or inches wide.

After a time (say D8 turns), another 150 Indians move onto the table to support their brothers. This group arrives at the same position where the first group began the game. Later still, (another D8 turns) one group of 100 (20 figures) and another group of 50 Indians (10 figures) may swim their horses across the river above and below the campsite. See the map for locations. Allow the Indian player to choose which of the two groups to be sent each way. Finally, much later on, Stanley's forces can turn up and try to drive off the 'hostiles'; if, of course, the Custer player has not tried and succeeded in this already. At 30 cm or inches wide the majority of Indians will be out of range entirely, as the extreme range used even for 'Well Armed' Indians in the Yellow Ribbon rules is only 21 cm or inches. By contrast, the cavalry carbines may just be in extreme range

if the troopers are close to the edges of the river. This of course gives the Indians no chance of scoring any hits. In this scenario therefore give the Indian player one die to hit for each firing band up to a range of 45 cm or inches. This represents the few Indians in each warband which would have weapons and ammunition capable of matching that of the Army.

The ranges in 'Yellow Ribbon' rules remember are averaged out, to take into account short ranged weapons such as bows, pistols and primitive shoulder arms; so all we are effectively doing by this procedure is assuming that those Indians who are well out of range are not firing much. With eight companies of cavalry, Custer's force should easily survive the attacks made by the number of Indians available. What it is important to preserve, is that the Army players should not know at any stage how many more Indians may be coming.

If the cavalry companies are scattered as shown on the map, and if they are treated as being in a state of disorder in their camp when the action starts, then it gives the Indians more of a chance to cut up at least one company or to get away with some horses. Accounts of the action suggest that it started when many of the troopers were asleep, after a gruelling 40 hours on the march.

UNIT CHARACTERISTICS FOR USE WITH 'YELLOW RIBBON' RULES 1871-73:

The sizes of Indian bands can be determined by rolling 2 D6 and taking the total score rolled. Use as many bands as needed until the appropriate number of figures has been reached. Consider the fighting values of the Indians to be in the following proportions: Each group has the following % chances of having the following attributes; roll a pair of % dice to determine each band's factors.
HORSEMANSHIP: Crack 75%, Good 25%.
MARKSMANSHIP: Crack 25%, Good 40%, Average 35%.
ARMAMENT: Well armed 1870-90 4%.; Poorly armed 1870-90 55%, Repeating rifles 5%.
CLOSE COMBAT: Crack 30%, Average 70%.
FIELD CRAFT: Crack 60%, Average 40%.
MEDICINE LEVEL: (except where chosen by the Indian player in the ambush scenario) D6 +1

Consider the fighting values of the Army to be as follows:

Each group has the following % chances of having the following attributes (Where only one value is given then all units of that type have the same value):

INFANTRY COMPANIES each consisting of 8 figures, inclusive of 1 officer, 1 NCO and 1 field musician.
MARKSMANSHIP: Good 15%, Average 50%, Poor 35%.
ARMAMENT: Springfield U.S. Allin Conversion .50 calibre Springfield Rifle, or Springfield .45 calibre Rifle.*
CLOSE COMBAT: Good 0%, Average 50%, Poor 50%.
FIELD CRAFT: Good 0%, Average 60%, Poor 40%.
MORALE LEVEL: 10 to 12.

CAVALRY COMPANIES each consisting of 14 figures, inclusive of 1 officer, 1 field musician and 2 NCO's.

HORSEMANSHIP: Average.

MARKSMANSHIP: Good 15%, Average 55%, Poor 30%.

ARMAMENT: Sharps Carbine* and colt Revolver.

CLOSE COMBAT: Good 0%, Average 50%, Poor 50%.

FIELD CRAFT: Good 0%, Average 60%, Poor 40%. MORALE LEVEL: 10 to 12.

*Both the infantry and the cavalry regiments were re-armed during the period 1870-4; The 7th Cavalry used a variety of weapons from its formation to the turn of the century. In 1866 it was issued the seven-shot Spencer .52-caliber rim-fire repeating carbine. In 1871 the Spencers were replaced with the single-shot Sharps carbine, altered for a .50-calibre metallic cartridge. This was the weapon used in 1873. During 1874 the regiment received the 1874 Model trapdoor Springfield carbine. Unfortunately I am unsure as to when exactly the changeover in weapons took place for the infantry involved in the fights of the early 1870's.

ARTILLERY UNITS with 4 figures per gun with one officer figure per two guns and an NCO in charge of any gun without an officer.

HORSEMANSHIP: Average.

MARKSMANSHIP: Average 50%, Poor 50%.

ARMAMENT: The most common weapons were the 3 inch Rodman Rifle, the 12 pounder Mountain Howitzer, or the 12 pounder 'Napoleon'.

CLOSE COMBAT: Average 50%, Poor 50%.

FIELD CRAFT: Good 10%, Average 60%, Poor 30%.

MORALE LEVEL: 8 to 11.

TRAIN UNITS each consisting of a group of 3 to 6 wagons commanded by an officer or quartermaster sergeant and with one NCO. Civilian personnel were the norm, often with a fair sprinkling of seasoned frontiersmen. The 7th Cavalry did have its own pack train of mules led by 7th Cavalry soldiers by 1876, but it seems to have been established after 1873.

DATA FOR CIVILIAN WAGONERS

MARKSMANSHIP: Average.

ARMAMENT: Could be shotguns, or repeating carbines or rifles, or army issue carbines (dice with an equal chance of each).

CLOSE COMBAT: Average.

FIELD CRAFT: Average.

MORALE LEVEL: only 8. (The wagoners were not paid to be killed!)

HQ UNITS

HORSEMANSHIP: Crack.

MARKSMANSHIP: Good.

ARMAMENT: Usually the prevailing type of carbine.

CLOSE COMBAT: Good 50%, Average 50%.

FIELD CRAFT: Good 50%, Average 50%.

MORALE LEVEL: 14. Make these units consist of three to six figures.

OTHER CIVILIAN UNITS e.g. the surveyors

HORSEMANSHIP: Average.

MARKSMANSHIP: Poor.

ARMAMENT: perhaps just revolvers though really it is anyone's guess.

CLOSE COMBAT: Average 50%, Poor 50%.

FIELD CRAFT: Poor.

MORALE LEVEL: 8.

SCOUT UNITS

HORSEMANSHIP: Crack.

MARKSMANSHIP: Crack 65%, Good 35%.

ARMAMENT: Indian scouts armed either as Indians, or as per the cavalry units. White scouts can be armed with repeating rifles.

CLOSE COMBAT: Good.

FIELD CRAFT: Good.

MORALE LEVEL: 11

AFTERMATH TO THE ENGAGEMENTS OF 1873

Due to a scare about the feasibility of constructing a railroad through what were apparently 'swarms' of hostile Indians, the shares in the Northern Pacific Railroad plummeted and the company went bankrupt. Later on, the project was revived, the rail line was completed in the 1880's. Sherman's speech, quoted above, was aimed partly at convincing Congress to spend more money on two new forts which he and Sheridan wanted built to protect the railroad survey, and the railroad itself, more effectively. In this Sherman and Sheridan were not immediately successful, since the fighting along the Yellowstone seemed pretty minor; *"Nothing the army couldn't handle"* being the view of Congress.

It would take the defeat of Custer at the Little Bighorn in 1876 to persuade Congress to spend more on forts and the Army. Another possible effect was that Pehin Hanska (= Long Hair, = Custer) felt that he could drive off any number of Indians with his vaunted 7th Cavalry. Custer believed, or boasted, that he had in fact faced between 800 and 1,000 warriors on the 11th of August, with only two thirds of the regiment. Stanley estimated that perhaps 500 warriors were there.

In December 1874, Custer learned that the Hunkpapa Sioux warrior Rain in the Face was at the Standing Rock Agency, and was boasting of the killings of Dr. John Honsinger; the sutler, Augustus Baliran, and a soldier that had taken place on the 4th of August 1873. Custer's wife Elizabeth (Libbie) wrote: *"This intelligence created intense indignation in our garrison and George took troops to Standing Rock to arrest him."*

The actual business of making an arrest fell to the supervision of Tom Custer. He accomplished this, reportedly with some physical violence directed against Rain. Rain in the Face subsequently escaped from the guardhouse at Fort Abraham Lincoln on the night of April the 18th, 1875, and, according to legend, then swore he would tear out Tom Custer's heart. Legend continues to suggest that he did, in fact, do so at The Little Bighorn battle, though historians feel that in fact this is unlikely to have occurred. Whatever is true about this incident, the start of this part of the 'Custer Legend' we can date back to the fighting on the 4th of August 1873.

FIGURES, RULES AND REFERENCES

There are no shortage of manufacturers in 15mm scale, quite a few in 25mm, and

even some 10 and 5-6mm. In 15mm I can personally recommend several manufacturers. Firstly, FreiKorps 15 - this company is especially useful for infantry figures, artillery, wagons, mules and sundry other items (now available from LKM); Minifigs also do quite an extensive range as do Peter Pig - and all these three ranges are compatible. For the Indian side I feel that it is definitely worth considering mixing figures from the different manufacturers into units. Irregular Miniatures do figures in 15mm, 10mm and 5-6mm. Their 15's look a little large alongside the other ranges, but in practice since human beings are not all the same size, this does not seem too noticeable. In 25mm Old Glory, Dixons and Foundry all make useful figures. For the U.S. Army side, in whatever scale, Union American Civil War figures can be utilised. The surveyors and transport contractors can be put together by combining ACW militia and 'Wild West' civilian types. Irregular can even supply dogs for Custer, but not his stove (its only a matter of time though!)

For rules it is as always a personal choice, but having tried several sets, I find that the set called 'Yellow Ribbon' by Greg Novak are the most representative of this particular style of warfare. In particular I very much like the way in which the two sides act in quite different ways, regarding morale, and command and control. These rules are available from FreiKorps 15.

The best accessible descriptions of some of what took place are in the books 'The Long Death: The Last Days of the Plains Indians' by Ralph K. Andrist, and, 'Son of the Morning Star' by Evan S. Connell pages 232-5. 'The Plainsmen of the Yellowstone' by Mark H. Brown also has one useful chapter. The book 'American Indian Warrior Chiefs' by Jason and Richard Hook, gives some information from an Indian perspective about Crazy Horse's involvement.

Also interesting is 'The Lance and the Shield' by Robert M. Utley - this gives some detail on Sitting Bull's activities. Montana the Magazine of Western History Volume 34 Number 4 (Autumn 1984) contained a detailed article by Francis B. Robertson entitled: 'We Are Going to have a Big Sioux War: Colonel David Stanley's Yellowstone Expedition, 1872'. This actually also contains some information about events the previous year. The Spring 1982 edition of the same journal had an article called: 'The Yellowstone Expedition of 1873' by Alan Rolston.

The Montana Historical Society hold much other useful information in their archives within their library within the town of Helena's Montana State Capitol Building. To this they kindly allowed me access. The Arrow Creek Battle site is covered by the US Geological Survey (USGS) 1:25,000 scale map Billings East, Montana MT0197. A USGS map which covers the Powder and Yellowstone Rivers' confluence; the site of "Stanley's Post" is Zero, Montana, MT 2444.

Finally, <http://www.pbs.org/weta/thewest/resources/archives/four/ftlaram.htm> contains the text of the 1868 Fort Laramie Treaty, which can be regarded as the source of much of the trouble.



In far off Koirea, Chinese hordes rush a lightly held British position. Chinese by Outpost from the collection of Lee Jackson. Photography by Richard Ellis.

HUMAN WAVE ATTACKS

by Jim Webster

One terror of twentieth century warfare, which seems to have imprinted itself deeply in modern consciousness, is the human wave attack. Virtually every fantasy story with battle scenes depicts not the villains' cunning, but judicious placing of reserves or the use of a heroic leader to inspire his evil minions to greater and more devious efforts, but instead the bad guys storm forward in apparently endless numbers with a total disregard of casualties. It is this acceptance of the inevitable vast casualties before the battle even commences that marks out the human wave attack from just another military cock up.

Somehow we all know that this is how the bad guys work. In our own century we have seen it from the Russian front when ill-equipped Soviet conscripts linked arms in the face of machine-gun and walked forwards, up to Vietnam and Korea. It seems to take a combination of a political philosophy which teaches the utter disregard of the individual combined with a culture that emphasises the unimportance of the ordinary man in the nature of things. Hence whilst the British attacks at the Somme were disastrous, initially they were intended to merely overwhelm an enemy already destroyed or demoralised by the artillery. They were certainly the nearest the British army got to using the technique.

I suspect that you need several things

before human wave techniques become possible. The first is the contempt for the individual. In reality this is something that the communist nations have managed to nurture, helped in many cases by a cultural background which played down the concepts of liberty or individual rights. Russia and China come to mind instantly, but even the modern 'Asian Tigers' show strong tendencies in this direction.

In the west the UK has had a mixed record. Sitting troops on the decks of ships so that they can watch atomic explosions and you can get to monitor the effects takes a certain lack of respect, as does letting one's citizens get a tenth of the compensation available to other nations for their sufferings in Japanese

prison camps. This sort of entrenched governmental attitude is one reason I am in two minds about the Somme.

You might consider that of all forms of warfare, the Human wave attack is the most distressing and the one we least ought to refight. There is no chivalry, no pity, just a deep and abiding contempt for one's fellow men. Especially that segment of one's fellow man who happens to be on your side but inferior to one in rank. Personally I feel that these are the very reasons why every wargamer should fight these battles. They are an awful warning of what happens when citizens degenerate into consumers or social categories and their individuality no longer matters.

The figures and models in the photos are for sale. Contact Lee Jackson through Pireme Publishing Ltd.

We got into wargaming these attacks through a combination of factors. Bill Jenks was contemplating them and quite fancied doing some terrain, while at the same time I was reading 'Street without Joy' by Bernard Fall, the classic account of the French Indochina conflict. Jeff Mason just happens to have an awful lot of exquisitely painted WWII Russian front figures, which meant that we were all game for a bit of experiment and I was told to get my act together and produce a few rules.

The first thing to think about is the terrain and scale. Normally the defender is outnumbered and dug in. One example might be the French forces in their Vietnam war. At Mao Khe a small post situated to cover a valuable coal mine a thousand metres from the village was garrisoned by 95 Tho Guerrillas. The Village of Mao Khe itself was held by an armoured car platoon from the Moroccan colonial infantry, whilst the Catholic Church, 100 metres south of the town, was defended by a weak company of Senegalese infantry and Tho partisans. This mixed force, which totalled about 400 men, were hit by three Vietminh divisions. This sort of action would make an excellent game in 1/300 perhaps using one figure equals one man. However, you can have a section of isolated field defences with a reinforced 20mm scale platoon holding out against an attack made by enemy battalions (cheap enough in 20mm with plastic figures).

Another attack from French Indochina was

the attack on Tu-Vu. Held by two companies of Moroccans with a five-vehicle tank platoon in support. The position backed onto the Black River and was split into two halves by the small Ngoi Lat river. The two halves were joined by a simple footbridge with the five tanks in the northern half. After a 40 minute bombardment from heavy mortars, the assault started on the southern strong point. After an hour and a half of constant human wave attacks, the southern strong point had to be abandoned. The barbed wire entanglements were covered by a layer of human bodies, the minefield no longer existed, weapons pits had been destroyed by mortar fire and the defenders were low on ammunition. The survivors crossed to the Northern strong point. An hour later, five battalions were thrown at the remaining 200 defenders and 5 tanks. Even the tanks were overrun by the human wave, endless human bodies stuffing incendiary grenades into barrels, firing submachine-guns at point-blank range into driving slits and firing bazookas at them at point-blank range. The last of the defenders fell back into the Black River and regrouped on a small island but were not followed. Next morning they found both strong points empty and stripped of everything of value. There were also 400 Vietminh bodies left behind. Given the Vietminh and later Viet Cong propensity for carrying away their dead, these 400 bodies speak volumes.

However, choose your terrain, emplace the

defenders and arrange your attackers ready for the attack. The first thing to think about is morale.

We started off by using 20mm figures and an approximately ten-figure squad as a unit. Feel free to use any scale, as morale is per unit and firing is per figure. If you use 1/300 treat figures as bases. We play-tested these rules with a Russian front scenario because it allowed us to use tanks with the attackers. We used 20mm, one figure representing one man, if only because we had Jeff Mason's vast horde of beautifully painted figures.

The basis of everything is morale. Each unit, be it a squad in 20mm or a company in 1/300, has a Base Morale of 15 per unit. There are various modifiers which effect this. These modifiers are either temporary or permanent. Permanent modifiers are deducted leaving the unit with a smaller base morale with which to continue the game. Temporary modifiers last only for that particular turn.

When a unit drops below zero temporarily it goes to ground and doesn't fire or move. If it drops below zero permanently and has no temporary modifiers improving it, then it depends upon whether it is attacking or defending. If attacking, it is broken and falls back, unless there is another unit following up behind, in which case it is swept along and ceases to exist, its manpower swallowed up in the following unit.

If defending its Base morale never drops below -1 and it falls back until temporary



Inevitably some get through to the wire. Have the British left it too late to withdraw? Photography by Richard Ellis.

MODERN

modifiers bring it back into a positive score. It will then halt but will only go forward if an officer joins it.

Temporary Modifiers

+1d6 if in trenches
+1d6 if officer with squad

Permanent Modifiers

-1d6 per figure lost
+ 1d6 on arrival of significant reinforcements

-1d6 if under small arms fire

-1d6 if under artillery fire

-1d6 if facing close combat

-1d6 if asked to leave a trench

-1d6 if asked to move when stationary

-1d6 if facing close combat when gone to ground

-1d6 if adjacent unit retires permanently

-1d6 attacked by armour

MOVEMENT

This I always keep simple. Infantry move at 6", tracked vehicles can move up to 12" but they fall to infantry speed when crossing bad terrain. Untracked vehicles can move 18" on roads and similar. They move at 1d6 on broken ground. A six means that they have got stuck and don't move that move. A six in the next move means that they are permanently bogged down.

FIRING

There are two sorts of targets, target in the open or target gone to ground and in cover. Troops in trenches or similar prepared positions, who aren't firing, aren't direct fire targets because they cannot be seen. Weapons are split into Small arms and Automatic weapons, the latter include mortars.

Firstly when firing at targets in the open.

With small arms you roll one d6 per figure firing, a roll of 6 is a kill. With automatic weapons you roll several d6. You roll one dice for each barrel (this allows for quad barrelled AA machine-guns and similar) and two dice for each crewman. So a light machine-gun with two crew rolls 5d6. With automatic weapons 6's hit. However you can build 6's. Hence a 4 and a 2 are a 6. A 5 and a 1 are a 6, indeed six 1s are a six as well. This means that your heavy weapons are pretty reliable killing machines.

For a Target gone to ground and in cover. Things are much more simple. Roll 1d6 for each unit. If you get a 6, treat it as artillery for working out whether or not you get a casualty.

ARTILLERY

The game starts with the attackers artillery barrage. This is pre-planned, intensive and carefully choreographed. This isn't random shelling, it is real *"look we've got the ammunition stockpiled and we either fire it off or manhandle it back onto the wagons"* sort of bombardment. Enthusiastic gunners blessed with apparently endless ammunition have nothing better to do with their time than let you run a consumer trial. Artillery covers a band three feet deep and the entire table width. The attacker lays down where it lands, how many turns it lasts and on which turn it moves forward or back to cover some other part of the table. These details, once decided,

are written in tablets of stone and, unless you are playing 1/300 and using brigades and divisions, there is no way to alter it. If you do alter it then all you can do is stop it, you cannot change it.

You have two choices with your artillery. You can assume everything is pre-planned and pre-registered and everything just arrives on time, or you can have the moving bands of artillery advance 2d6 inches a move when you want to lift it from one target to walk it to the other.

For every figure in the area being hit by the artillery roll a d6.

- If the target is prone in open 5,6 on d6 kills.
- If the target is in cover 6 on a d6 kills
- If the target in trench 6 followed by 4, 5, 6 kills. However, if any figure in a trench is killed all other figures in same trench roll again as if in the open.
- If the target is in a roofed bunker 6 followed by 5,6 kills. However, if any figure in a roofed bunker is killed all other figures in same roofed bunker roll again as if in the open.
- Some bunkers can be designated 'bomb proof'. These provide absolute safety but you cannot fire a weapon out of a bomb proof.

ARMOUR

Armoured vehicles can partake in both the attack and the defence. They fire machine guns as heavy weapons but are not damaged by small arms fire or automatic weapons.

If they use Direct fire HE rounds these count as heavy weapons against troops in the open. However, against troops in bunkers/trenches they have to hit first. If they do hit then they do damages as if the target were in the open. Then roll for damage as if firing a heavy weapon.

Hitting with direct fire tank guns, anti-tank guns and man portable anti-tank weapons (PIAT, Bazooka, panzerfaust, etc).

- If firer and target are both stationary, measure the distance between them and roll over that distance with 3d6.
- If firer or target are moving, measure the distance between them and roll over that distance with 2d6.
- If both firer and target are moving, measure the distance between them and roll over that distance with 1d6.
- This means that moving vehicles are poor gun platforms and you have to stop to engage bunkers with the main armament. The ranges may seem a bit short but it's far enough when you are in the middle of a war with the lid screwed down tight and all sorts of rubbish bouncing off the glaxis plate.

Anti-armour weapons damage Armour. If you get a hit roll 1d6.

Anti-tank gun. On a 4,5,6

Man portable Anti-tank weapon. 5,6

Infantry thrown Anti-tank grenade 6

These anti-tank grenades are used by all infantry in base-to-base contact who haven't run away. They include Molotov cocktails, satchel charges, lunatics with hammers smashing their way in through the commander's periscope and all many of unsavoury and unsporting behaviour.

If a hit is successful in damaging armour roll a final D6. The vehicle is Destroyed on 6, Immobilised on an odd number, disarmed on even number. Add +2 for anti-tank gun. +1 for man portable weapon.

It is also possible for a tank to wander into a barrage. (Embarrassing but I have seen it happen.) If it is a defending tank it is possible that it will have some protection. Otherwise the situation is simple. For each move a tank spends in a barrage roll a d6. If the tank has some sort of cover a roll of 6 is a hit. If the tank is in the open then a 5,6 is a hit. Treat the tank as having been hit by an infantry anti-tank grenade.

BARBED WIRE AND MINEFIELDS

Despite appearances, barbed wire and minefields do not stop attacks. They slow them down, channel them and cause casualties. They are also vulnerable to being spoiled by a good old-fashioned artillery barrage. When the enemy arrive at barbed wire, tanks just drive through and infantry can follow behind them without penalty. If there are no tanks, infantry will burst through using bangalore torpedoes, wire cutters, ladders laid over the wire and, in extreme cases, the bodies of their own dead and wounded. This takes time. Instead of moving an automatic six inches per move, when crossing barbed wire the first wave of attackers move 1d6 inches. If they get a six and are not even slowed, this just shows how effective the artillery was, combined with efficient use of ladders and wire cutters. If you get a one, then the wire was undamaged, the enemy's engineers inept and the defenders cunning. The second wave through the wire isn't slowed as the first wave to get through did adequate damage.

Minefields are different. The Soviets have been quoted as saying that they didn't bother trying to neutralise minefields as they assumed that the mines would inflict the same casualties as the enemy would have done if he had deployed machine-guns instead. This is probably not completely correct but gives us a good starting point. For the first wave crossing a minefield, roll a d6. If you get an even number the minefield is poorly laid, or the attackers have spotted the defenders patrol route out through the field, or the mines have been negated by the artillery. In this case roll 1d6 per figure attacking and on a 6 the figure is removed. If the defenders initial die roll is off then the minefield is of impressive cunning and is virtually intact. Roll 1d6 per figure attacking and whilst you need 6's to kill, you can build 6's like you could with automatic weapons.

The second wave through a minefield roll a d6 and only lose a figure if a straight six is rolled. The third wave is assumed not to suffer meaningful casualties from the mines.

This about winds it all up. We had a nice position defended by 30 riflemen, three MMGs, three light machine-guns and two 81mm mortars as well as an anti-tank gun and four panzerfausts. Two hundred Russians with two T34s almost overran the position but were thrown back by a desperate bayonet charge delivered by the two mortar crews who could no longer fire their mortars as the enemy was too near.

ATTACK! 2004

Article by Chris Chilcott

Photography by Lee Russ

On the second weekend of July each year the wargaming hordes descend on the Wiltshire town of Devizes for ATTACK!, the annual show of Devizes & District Wargames Group. In 2004 the show boasted a variety of traders, demo and participation games, a bring and buy and regular flypasts by the police helicopter (the latter due not to any criminality but the proximity of the helipad!). This year we were also blessed with cooler weather, as in previous years temperatures had reached the high 20s or even 30.



The main hall.



Skirmish Games' 54mm WWII game.

AN EVENTFUL FIRST MORNING

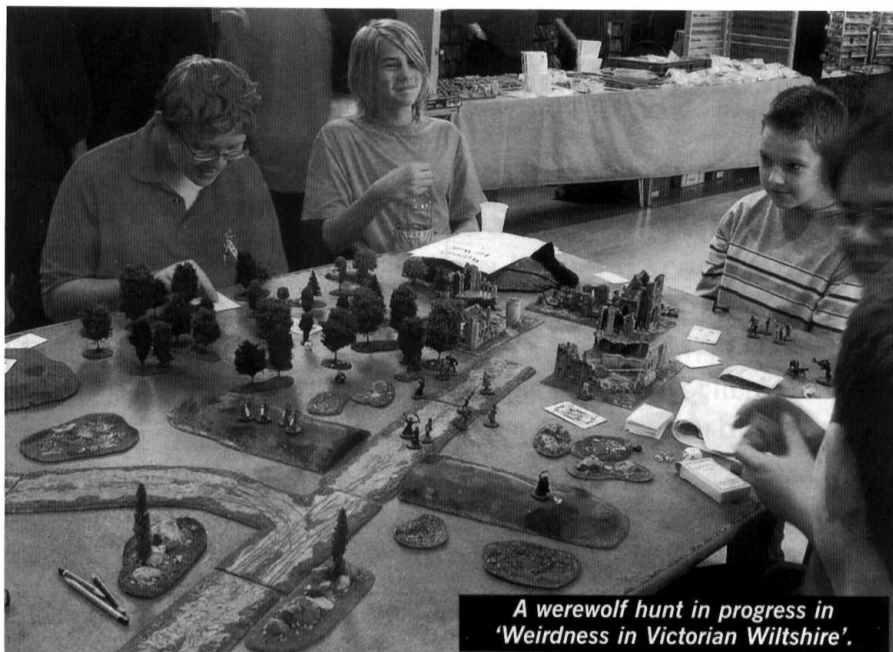
It's amazing how you can run an event for twenty odd years and still forget things. You know, little things like who's got the key to the Corn Exchange! Thanks to all the traders and others who waited patiently not only for the caretaker to turn up and unlock, but then also had to wait for their breakfasts (although I'm informed they were well worth the wait). That was the first crisis over and then at about 11.30am we had to evacuate the Corn Exchange due to a fire alarm. Fortunately this was due to nothing more serious than an excessive build up of heat in the kitchen. After about a quarter of an hour outside in the sunshine the all clear was sounded and it was business as usual, although if the alarm had gone off half an hour earlier we would have been stood outside in pouring rain and a thunderstorm. Anybody know if there's a patron saint of wargames show organisers? He/she was definitely with us on that one!

COMPETITIONS

Unusually at ATTACK! 2004 there were only two competitions, the ever popular DBM doubles event and Warhammer 40,000. Hopefully next year we hope to see the return of American Civil War (Fire & Fury), an event that I hear is again growing in popularity, and Seven Years War. We also float other ideas for competitions so watch this space (possibilities include Hercoclix and Lord of the Rings. Anybody interested in a competition in 10mm scale?). In previous years a celebrity has presented the trophies, including Richard Le Parmentier, who played Admiral Motti in Star Wars, and Michael Sheard, who has appeared in films such as Last Crusade and Empire Strikes Back. This year the competitors had to make do with me, and



Mark goes for glory in Peter Pig's WWII game.



A werewolf hunt in progress in 'Weirdness in Victorian Wiltshire'.

unsurprisingly none of them asked for my autograph. The results in the competitions were as follows:

DBM

1st place

Tim Porter/Mark Owens
(Alexandrian Macedonian
334 BC)

2nd place

Keith Westwood/Phil Reeves
(Lydian, 546 BC)

40K

1st place

Alex Fennel (Necrons)

2nd place

Steve Butler (Feral orks)

Although I'm allegedly competition co-ordinator, the success of competitions at ATTACK! is all down to the umpires, who do a great job organising and promoting the events.

We don't like judging painting at ATTACK! as, although we insist all models used in the competitions are painted, we feel it's not in the spirit of either ATTACK! or DDWG to judge people's efforts in this field. That said special mention must be made of Alex's flower power pink Necron army in the 40K event! The other trophy presented at ATTACK! Was best participation game, the worthy winner being Phil Mackie's Seven Years War Association 'Last Man Standing' game. I played this game at Warfare 2003 and it is what participation games are all about – not only looking good but also easy to play. Great fun – don't miss out if its at a show you attend.

SPENDING MONEY AND HAVING FUN

Let's be honest, this is the point of any show, even if the former so rarely equates to the latter! The show has a variety of traders spread over two floors, which cater for a variety of needs. Terrain in particular seems to have reached a high standard at a reasonable price these days (just an observation in general, not just relating to the traders at ATTACK! either,

so no letters please), while its nice to see a real variety of scales and periods at shows. A particular favourite of mine is 10mm and several traders are now stocking this long neglected scale. If your wallet survives a sortie round the traders (a combination of my weak will and very nice models on display, not to mention a good selection of books on my favourite subject – the Falklands conflict, is lethal) you then have to contend with the bring and buy. This is one aspect of the show that we do experience difficulties with (it must be said due to its popularity) but it will hopefully be expanded for 2005.

The demonstration games at this year's event were Sheffield's 25mm Sword of Faith and Skirmish Games 54mm Operation Merkur. As usual both groups put on an excellent show and certainly add a lot of colour to an event. Besides the Seven Years War game (see above) there were other participation games including Space Vixens from Mars, Peter Pig's World War II game and two games ran by DDWG: Weirdness in Victorian England (Gothic Horror) and Arnhem.

AFTERMATH



The trophies.

A big thank you to all those who purchased raffle tickets, and those traders who donated the prizes. The funds raised are going to the 1st Devizes Scouts building restoration fund for improvements to the Southbroom Road Scout Hall, where DDWG meets each Sunday 2pm-6pm. Planning for ATTACK! 2005 is already underway and hopefully we'll see you all next year when the next annual invasion of Devizes takes place (well not exactly all of you as Devizes Corn Exchange would probably struggle to contain the entire readership of MW, but we'd like to try!).



The DBM competition underway.

THE BATTLE OF VERNEUIL, 1424

by Paul Knight

BACKGROUND

Readers of Shakespeare's account of Henry V's campaigns in France would be forgiven for believing that Agincourt led directly to the Treaty of Troyes in May 1420 by which he married Catherine of Valois and their heir (the future Henry VI of England and II of France) was recognised as heir to both crowns. Thus England and France would be united in peace after centuries of antagonism.

In reality, a new stage in the Hundred Years War began on 1st August 1417 when Henry V landed at Touques. This phase saw the systematic conquest of territory rather than the destructive raids or chevauchées of the fourteenth century. The fighting which resumed in 1417 would also be the longest period of continuous warfare in the whole of the Hundred Years War: although the high water mark of English expansion was reached before the walls of Orléans in 1429, it was not until 1453 that an exhausted and war-weary England conceded the loss of the European territories (except for Calais).

feast of the Assumption is 15th August. The largest French military effort since Agincourt, commanded by Douglas, set out to relieve the Ivry garrison. This Franco-Scottish army marched to Nonancourt a few miles from Ivry while the English army, under the overall command of Bedford, was at Evreux. Bedford left Evreux to march to Ivry on 13th August and received the surrender of the Ivry garrison on the 14th. He was back in Evreux on the 15th to celebrate the feast of the Assumption. The French at Nonancourt did not intervene. Yet two days later, on the 17th, the largest and

THE COMMANDERS

In overall command of the English army in France was John, Duke of Bedford. Bedford was the eldest surviving brother of Henry V and uncle to the infant Henry VI. Bedford was Regent of France for his nephew. Although he had missed Agincourt (Bedford had remained in England as Guardian), he had fought at sea in 1416 to relieve Harfleur and was an experienced commander. Loyal to the memory of his brother and his nephew, Bedford comes across as more humane and more loved than Henry V. Bedford died in France in 1435.

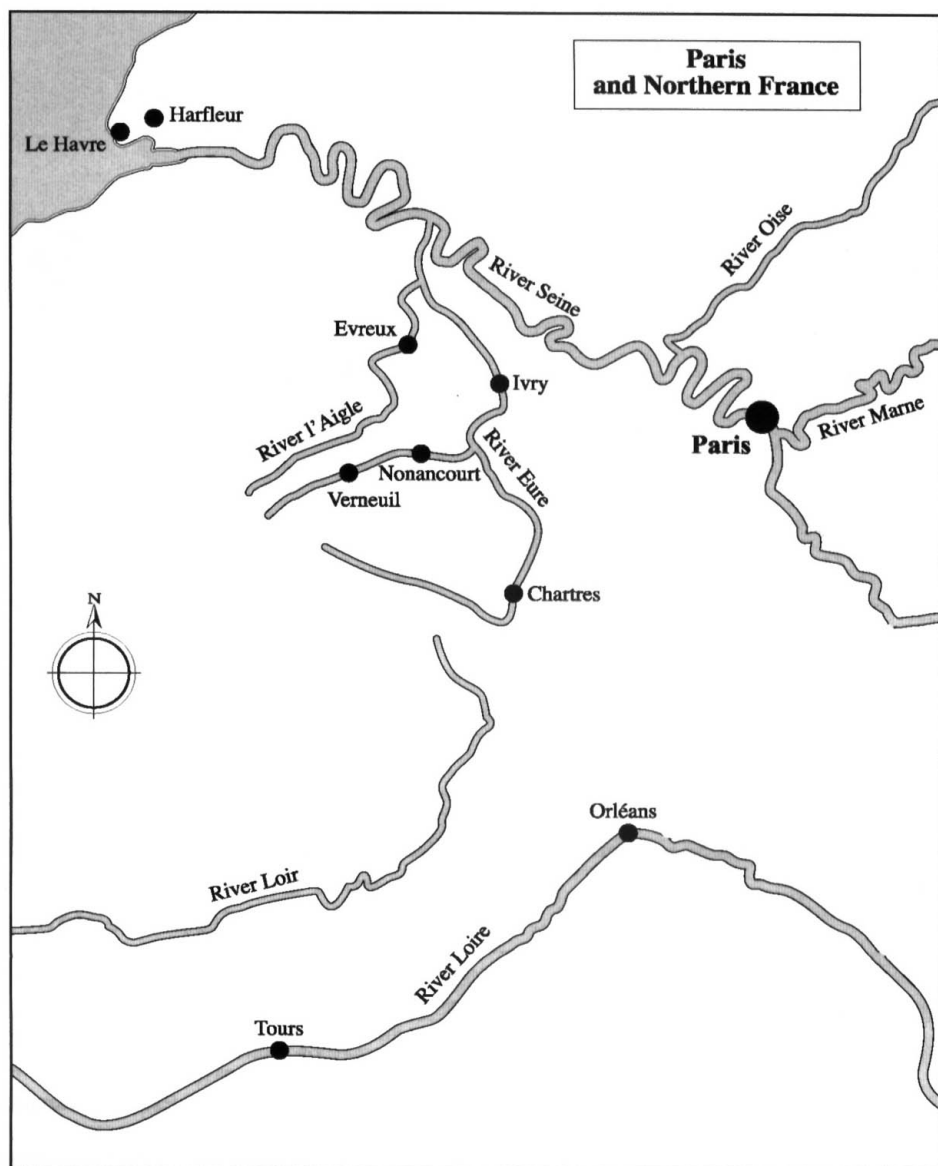
Thomas Montagu (or Montacute), Earl of Salisbury, was one of the most able English commanders of the Hundred Years War. His death during the siege of Orléans in 1428 robbed his men of a loved and feared commander, and was a major factor in the failure of the siege which marked the maximum extent of English expansion.

The French commanders were the Duke of Alençon, Count of Aumale and the Viscount of Narbonne. Their military thinking was heavily influenced by Agincourt, which argued against fighting a pitched battle against the English.

The Scottish commanders were the earls of Buchan and Douglas. Of these, Archibald, fourth Earl of Douglas, had a singularly unspectacular military record. He lost an eye at Hallidon Hill, a testicle at Shrewsbury and would die at Verneuil. Buchan was the Constable of France.

THE CAMPAIGN

In August 1423, the French captured Ivry on the edge of the English territory and used it to raid into English territory. In June 1424, William de la Pole, earl of Suffolk set out to recover Ivry. The town was easily taken but the garrison withdrew into the castle. The castle was besieged until early July when the garrison agreed to surrender if they were not relieved by 'the night of the Assumption of Our Lady'. The



most decisive battle since Agincourt was fought.

There appears to have been some confusion over the exact date of the surrender of the Ivry garrison. The contemporary chronicler, the Bougeois of Paris, gives the date as the 'eve of Our Lady in mid-August'², i.e. the 14th. The Ivry garrison and the English appear to have agreed the surrender for the eve of the Assumption, the 14th, while the relieving Franco-Scottish army took it to be the evening of the Assumption, late on the 15th. By a cruel twist of fate, the relieving army had sat by while Ivry had surrendered. The French and Scottish commanders held a council of war. The veterans urged that as Ivry had fallen and they had never planned to engage the English in a pitched battle, there was no more to be gained and they should retire to the Loire. Experience showed the folly of engaging the English in a pitched battle, particularly when all that was at stake was a minor town. This option was mocked by the Scottish commanders and the younger Frenchmen. The Scots had arrived in France the previous April but had been inactive at Tours ever since and were eager to come to blows with their English foes. Eventually a compromise was suggested; they should occupy the nearby Verneuil to replace Ivry as a base for further raids into English territory. Thus honour would be done and Ivry would be replaced by Verneuil. This was successfully executed by a ruse, or because Verneuil was a holding of Alençon who was with the army, or because the townspeople did not want to argue with a 14,000-strong army.

Before withdrawing to Evreux, Bedford had dispatched Suffolk with 1,600 men to shadow the French. This was reinforced by another body under Salisbury. Their intelligence would have informed Bedford of events at Verneuil. By the evening of the 16th, the French knew that Bedford was marching on them; Bedford sent his herald to Douglas expressing his desire to share a drink together. Douglas replied that having failed to find Bedford in England at Shrewsbury, he had come to France to seek him.

VERNEUIL 1424

The battlefield had no major geographical features. There was an extensive wood to the rear of the English positions, but this had no impact on the historical battle. Verneuil itself was a walled town with a moat to the rear of the Franco-Scottish lines. Again, this plays no role in the historical battle until the French wing was broken. At this point, the town became an obstacle to the withdrawal of the French forces (as indeed the wood would impede the withdrawal of the English forces were they to be routed).

The English deployed at the two kilometre stone on the Damville-Verneuil road. Salisbury took the left flank to the left of the road, and Bedford deployed on the right. They both deployed with archers on their outside flanks (as with J Bradbury's model of Agincourt), although it is unclear whether the archers were deployed on their inside flanks along the road (as with A H Burne's model of Agincourt). Unlike at Agincourt, the English were unable to secure their flanks. The archers planted six-

foot stakes into the ground in front of them as at Agincourt 'in the English fashion', according to Waurin. The army consisted of some 9,000 men. To the rear was a further 2,000 archers of the baggage guard. The baggage itself was laagered with the horses tethered three or four deep on the outside as an extra defence.

Two armies had crossed to France from England that summer consisting of 568 and 1,641 men. Both had a ratio of one man-at-arms to three archers. Therefore there were only about 550 men-at-arms and some 1,650 archers operating in France who had arrived from England. The remainder of the English army at Verneuil must have been drawn from the local units like the personal retinues of the commanders, the garrisons for even *creus* of ex-soldiers raised specifically for the battle. However, the garrisons for 1423/4 (the accounting year began on 28th September, Michealmas, not 1st April as today) had a total establishment of 4,500 men³. Even if Bedford could, and indeed had the time to, strip every garrison, he would still not have enough men for the 11,000 cited above. The usual problem with estimating medieval army sizes remains, and I shall discuss it further below.

The Franco-Scottish army of some 14,000 deployed between the English and Verneuil; the French commanded by the Count of Aumale opposite Bedford and 6,000 Scots under the Earls of Douglas and Buchan opposite Salisbury. On either flank was a body of 600 mounted Lombards.

The battle began with an archery duel about 4pm. Unlike at Agincourt, however, the

The Miniature Wargames® INDEX

The Index has been broken down into manageable bites and each then enlarged to show extra information.

For example:

Ancients

Index sample entry

Title/Subject	Force A	Force B	Leader A	Leader B	Issue No
Degastan	Scots	Northumbrians	Acidan	Acthalfrith	3

The Indices are now available in this form for the following periods:

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Lombard cavalry thunder down on English flanking archers. Photography by Richard Ellis.

English did not have a monopoly of archers. The Scots (if not the French also) had brought a significant contingent of archers. Waurin, who had fought at Agincourt, now described the archery duel as the archers *'began to shoot against each other so murderously that it was horrible to watch, the blood of the dead spread on the field and that the wounded ran in great streams all over the earth.'*

It was at this stage that the two Lombard contingents charged. The force on the left flank charged through Bedford's archers. This would suggest that despite the stakes to their front, the Lombards had sufficient space to manoeuvre for a left flanking attack to avoid the obstacles, or that the stakes were not a sufficiently solid obstacle to prevent horsemen getting through. The Lombards then charged at the English baggage guard who were more steadfast and saw off the charge. On the French right flank, the Lombards ignored Salisbury's archers and made straight for the baggage park. Despite resistance by the boys in the baggage park, the Lombards pillaged the baggage until the baggage guard arrived and saw them off as well.

On the command *"St George! Bedford!"* the English men-at-arms closed on the Franco-Scottish army. The fighting lasted only three quarters of an hour before Bedford's guard

gained the upper hand over the French. Meanwhile, the Scots were gaining the upper hand over Salisbury which threatened to swing the whole battle anti-clockwise.

Bedford succeeded in breaking the French who were forced back towards the town. This time the town gates were closed to the French and many were forced back to the moat where they were drowned, including Aumale. Once he had reformed his guard, Bedford led his men back into the battle. As they charged into the rear of the Scots they let out a great cry. To compound the situation, the baggage guard now arrived on the Scottish right flank. Surrounded, few Scots escaped. Bedford later wrote that they took 'mo than 1700 of cote Armoures of these proude Scottes' including Archibald, Earl of Douglas and his son James, Earl of Mar, and John, Earl of Buchan.

Verneuil was the last pitched battle until the early 1450s. (Patay, in 1429 during the retreat from Orléans, was intended to be a pitched battle but the French arrived before the English had formed up fully and ran them down.) The battle broke the power of the French and Scots in the field and the way was opened to the Dauphin in Bourges. Bedford, however, followed his late elder brother's tactic of slowly occupying territory in Maine and Anjou. The Scots were never again to be a force in the Hundred Years War.

MEDIEVAL ARMIES

As mentioned above, estimating the size of medieval armies is notoriously difficult. After all, who can estimate the size of a crowd when you are amongst it? Fortunately for the late Hundred Years War (1415-1453) there was a higher degree of centralisation due to the nature of the war. After 1415, and more specifically 1417, Henry V began the systematic conquest of Normandy and then northern France. These territories were garrisoned by royal troops, and the expansion was assisted by field armies who crossed the Channel from England in most years. Although these were still raised by indenture, as in the 14th century, there was increased royal control, which leaves behind bureaucratic paperwork. From these we have a greater knowledge of the names and numbers of soldiers than for either the earlier phases of the Hundred Years War or for the Wars of the Roses. The case in point shows that the field army which arrived in France from England in 1424 was some 2,200 strong and the garrisons provided another 4,500. Senior commanders had personal retinues but these were not large enough to explain the discrepancies: in the early 1440s when John Talbot, Earl of Shrewsbury, had a field command which covered the whole of the English territory, his retinue was 120 men-at-arms and 360 archers. It would take a lot of

men of the calibre of Talbot to fill the army at Verneuil. The remainder of the army would have been made up of temporary creus, but again there is the problem of the time it takes to muster these troops. If you do, accept the chronicler's figures as historically, if not, they can at least be used as a guide to the size of armies relative to each other. In the case of Verneuil, the Franco-Scottish army should be 27% larger than the English army. But, if you really do want to go number crunching for a medieval army, this is the period to do it in!

WARGAMING VERNEUIL

In many ways, Verneuil mirrors Agincourt nine years previously. The English were drawn up in line with their archers on the flanks protected by stakes. To the rear was their baggage park, which was pillaged on both occasions. The English were obliged to make the first move after a long period of inactivity.

The French were drawn up in a single line, rather than three at Agincourt, primarily of men-at-arms. The archers at Verneuil owed their presence to the Scottish contingent. (This may explain the initial successes of the Scottish contingent when compared with the French contingent where it is not known whether there were archers in significant

numbers.) On their flanks were two bodies of mounted troops tasked with taking out the English archers.

There were three major differences which make Verneuil a much more interesting battle than Agincourt. Firstly, the English were unable to secure their flanks which left their vital archers vulnerable to the cavalry. Secondly, the English did not have a monopoly of archers. Thirdly, the English were in a more confident position and in an offensive spirit.

At Agincourt, the mounted troops, who were tasked with neutralising the English archers, did reach the stakes where they came to grief, although it is possible that some did come to blows with the archers. At Verneuil, the mounted troops on the French left did at least run down some of Bedford's archers en route to the baggage. The original plan was obviously for the mounted troops to run down the archers, as at Agincourt. At Verneuil, the conditions were more favourable for the French – if they could control their Lombards. Waurin commented on how hard the archery duel was. This highlights the importance that the Franco-Scottish commanders placed on neutralising the English archers. One English captain named Young was later executed for leaving the battle with 500 men after these cavalry

charges. This shows how desperate the situation appeared to the English troops and how much importance Bedford placed on keeping his archers in the line. If Agincourt was a close run thing, how much closer would Verneuil have been had the Lombards charged home?

At Agincourt, the English were in a desperate position, which obliged them to adopt a defensive strategy but at Verneuil, the English were still considered unbeatable across Europe. A string of victories and conquest with only one defeat (Bauge in 1421) since 1415, gave them an impressive record to live up to. Throughout the 1420s and 1430s the English were sufficiently confident of their abilities that they tried, in vain, to bring the French to battle. At Verneuil, the English were also fighting to regain one of 'their' towns. In the mid-1420s, the English were still expanding their territory, which dictated an aggressive policy and at Verneuil it was necessary to be aggressive to destroy the only French field army capable of impeding their progress. Finally, they were faced by their age old enemy, the Scots.

FURTHER READING

Men-at-Arms: *Henry V and the Conquest of France, 1416-1453*.



Beleagured Scots surrounded by the English with a score to settle. Photography by Richard Ellis.

¹ M.A. Simpson 'The Campaign of Verneuil' *Her* January 1934, p.93

² *ibid* p.96

³ A. Curry 'English Armies in the Fifteenth Century' in A. Curry and M Hughes (eds). *Arms, Armies and Fortifications in the Hundred Years War* (Woodbridge 1994) pp. 45, 51